

PC Accelerator

bigger, better, faster names

FRESH THINKING FROM THE MAKERS OF **PC GAMER**

WORLD EXCLUSIVE REVIEW


Tom Clancy's
**Rainbow Six:
ROGUE SPEAR**

5829 words + 43 pictures
+ 1 absurd comic
= One exposé you **MUST** read

You **NEED** our
new info on:

- ❖ **DELTA FORCE 2**
- ❖ **ANACHRONOX**
- ❖ **INTERSTATE '82**
- ❖ **OMIKRON**
- ❖ **VAMPIRE**

Make cold
hard cash
with Half-Life
mods



FLYING HIGH
Gaming Under the Influence
Are flight sims fun?
A PCXL special

DOUBLE DISC EDITION

OVER 1GB OF DEMOS,
PATCHES & MAPS



OCTOBER 99 • ISSUE **14**

imagine
MEDIA WITH PASSION

\$8.99US \$9.99CAN 10



0 74808 01059 2

only YOU can



Revenant™



Abomination™



Omikron™

New Products for the

- Do

The products in this advertisement are rated "M" to "RP" by the ESRB. Revenant is a trademark of Eidos Interactive, Inc. © 1999 Eidos Interactive, Inc. Urban Chaos, Developed by Mucky Foot, © & Published by Eidos Interactive. Abomination is a trademark of Crystal Dynamics. © 1999 Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive. EIDOS, EIDOS INTERACTIVE and the EIDOS INTERACTIVE logo are trademarks of Eidos Interactive. All rights reserved.

an save you!



Urban Chaos™



**Legacy of Kain:
Soul Reaver™**

3dfx

WWW.3DFX.COM

e New Millennium n't go down without a fight!

© 1999 Eidos Interactive, Inc. 1999. The Nomad Soul is a trademark of Quantic Dream SA. © 1999 Quantic Dream. Abomination: The Nemesis Project © 1999 Hothouse Creations, Ltd. Legacy of Kain/Soul Reaver trademarks of Eidos Interactive, Inc. © 1999 Eidos Interactive. The 3Dfx Interactive logo and Voodoo are trademarks of 3Dfx Interactive, Inc. in the USA and other select countries. © 1999 3Dfx.

In the year 1999,
from the sky will
come the great king
of terror. He will bring
the great king of the
mongrels. Before and
after war will reign.

Nostradamus

Buying gold...

Hoarding food...

Hiding in a bunker...

Stockpiling weapons...

won't save you...

EIDOS
INTERACTIVE®

WWW.EIDOS.COM
WWW.EIDOSSTORE.COM

Go to <http://pcxl.ign.com/gaming411>: Product Number 26

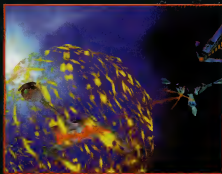
How Does a Klingon Feel at the Helm of a Capital Ship?

With more than 2 years of development refinement, *Star Trek: Klingon Academy* provides the most realistic capital ship experience available.

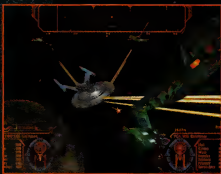
- As a Klingon, expect run-ins with competing races, both traditional and original to *Klingon Academy*. You may even have the pleasure of destroying the *Enterprise* itself.
- Experience the first true use of 3D space terrain providing rich mission variety throughout the single-player campaign.

It's all here. It's all new. It's all Star Trek.

- Ships move and feel like true capital ships – not fighters.
- Quality of ship's crew affects the performance of your warship and improves with experience.
- Fire weapons simultaneously across multiple firing arcs.
- 20 weapon systems.
- Multiplayer mode (IPX, TCP/IP)



Command your warship with skill and daring; or you'll find yourself caught defenseless in the Tholian Web.



Control multiple firing arcs with the gunnery chair interface. Order boarding parties to capture enemy ships.



Fight in dense nebulae clouds, maneuver through asteroid belts, battle within the accretion disk of a black hole and more.

Get the guide General Chang gives his cadets to turn them into Klingon warriors! Available at bookstores, software stores and online.



www.sybex.com



STAR TREK™, KLINGON ACADEMY™, Software © 1999 Interplay Productions. All rights reserved. Mission Builder © 1999 Interplay Productions. Portion of Mission Builder © Interplay. Trademark, © and 1999 Paramount Pictures. All rights reserved. Star Trek™ and related marks are trademarks of Paramount Pictures. All rights reserved. Interplay, the Interplay logo, "By Gamers, For Gamers," and the Klingon Academy logo are trademarks of Interplay Productions. All rights reserved. All other copyrights and trademarks are the property of their respective owners.

STAR TREK® KLINGON ACADEMY™

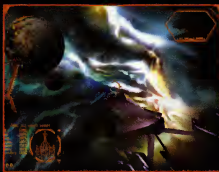


"This game looked hot, and is easily the best looking space combat game we have seen on the PC to date."

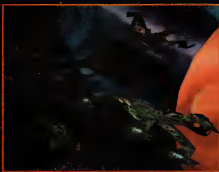
- GameFan Online.



Featuring Christopher Plummer as General Chang and David Warner as Chancellor Gorkon, reprising their roles from *Star Trek® VI: The Undiscovered Country*.



A new race in the *Star Trek®* universe! Fight the *Shi'Kurians* wherever the battle leads you.



Over 40 ships are exclusive to *Star Trek® Klingon Academy™* and are brand new to the *Star Trek®* universe.



COMING SOON TO:

SoftwareForPCs.com



BY GAMERS. FOR GAMERS.™

COMING SOON



www.interplay.com/klingon

Go to <http://pcxl.ign.com/gaming411>: Product Number 60

CONTENTS

OCTOBER 99

20

RAINBOW SIX: ROGUE SPEAR

World exclusive! An in-depth review of the sequel everyone's been waiting for, as well as tons of tips and tricks. Plus, what happens when terrorists stop being polite and start getting real? "The Real World: Kosovo"

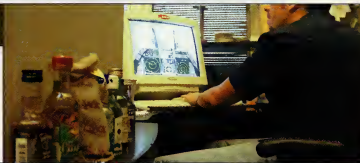
FEATURES



32

FLYING HIGH

Exactly how do you make flight sims fun? Alcohol — and plenty of it. Because we care about you, our readers, we take on a Herculean task: Find out if there is any fun to be had playing jet sims and yanking on a bunch of joysticks and throttles



38

QUAKE III: THE GATHERING

What happens when hundreds of gaming geeks go to Texas for a Quake fragfest? (They stick close together so they won't get beat up.) QuakeCon '99: The conference, the mods, and the latest on Quake III Arena



DEPARTMENTS



TECHPHILES

47

A thrashing session with the new Voodoo3 3500, PCXL's sneak peak at the Voodoo4, how to figure out which 3D card will fit your budget and your gaming needs, and our look at four gamepads and a brand-spanking new joystick



PLAY BY PLAY

107

With the football season upon us, we add exploding balls (Ouch! FOOTballs, perv) and other kooky stuff to our great American pastime to make it even better. Plus, *Microsoft NFL Fever 2000* — does it compete with *Modden*, or not make the final cut?



ONLINE ARENA

114

How to stop worrying and love the mods. PCXL pops in at the *Half-Life* Mod Expo and finds the best and brightest game conversions. Plus, an in-depth look at *Half-Life*: Counterstrike



X-TRA

121

X-Entertainment Weekly takes a swipe at the country's most popular entertainment rag, a frightening journey through *The Bad Disc Project*, how to fake it (gaming knowledge, you idiot), our very own Fantasy Quake II league, and tons of always-exciting gaming news



ON THE COVER

And we thought faking rickets to get out of military service was a good idea! If we had known the armed services looked like this, we'd have gladly bolted from bed at 5:00 A.M. and listened to everything Sgt. Carter told us. Okay, so we were never in the military, but we watched "Gomer Pyle" and "Private Benjamin," at least enough to know the goofy dudes in those shows never looked like this month's cover model, Kristin Biggins. We'd run her obstacle course any time! Photographer: Ed Fox. Make-up: Josef Saunders

PREVIEWS



55 ANACHRONOX

An RPG from Ion Storm? The Quake II engine? Ed Lee is actually excited about it? You betcha



62 VAMPIRE

Developers reveal more about Nihilistic's stunning RPG. Find out about combat and a new multiplayer style



67 OMIKRON

The adventure game survives, with a third-person perspective in Eldos' decidedly French drama

REVIEWS



72 INTERSTATE-82

The '70s are soooo last year, so ease on down the road to the '80s with this "totally gnarly" driving game



76 DELTA FORCE 2

Team-based squad play where you shoot through walls. Is the force with Navalogic, too?

81 PCXL explores the deepest recesses of the gaming continent, flushing titles out and sniping ass games. We let you know which to leave in the dank undergrowth of shelves and which will make great pets. (Remember, have your game spayed or neutered.)

82 SYSTEM SHOCK 2

Waiting for *FFX* or *Duke Nukem Forever*? This game may tide you over



86 DUNGEON KEEPER 2

Do beautiful graphics and a few new maps make enough difference?



87 OUTCAST

Can voxels hold water? Can the French do anything right? Outcast buries a lot of our assumptions



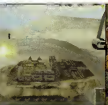
90 DARKSTONE

If you're waiting for *Diablo II*, here's your fix. If you're not, read on anyway — reviews are fun



91 CIVILIZATION 2: TEST OF TIME

With *Civ* gameplay and not much else, is *Civ2: ToT* worth your money?



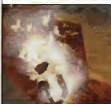
94 GULF WAR: DESERT HAMMER

You know you want to kick Saddam's bastard ass



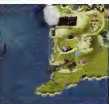
95 JAGGED ALLIANCE 2

JAZ gives turn-based action gaming fans something to sink their teeth into



100 SHADOW MAN

According to Salomon's Law, a licensed game from Acclaim will never get a good score. Well, this got a what?



101 CORSAIRS

A yellowed-graphics, bad-music pirate game from the Frenchies — just what we've been waiting for



PC Accelerator
by the way, faster games

CELEBRITY COUPLES THAT DIDN'T APPEAR, BUT REALLY WANTED TO...

Ralph Macchio and Pat Morita, Vanilla Ice and Ice T, Mitt and Tammi (whichever one isn't dead), Scott Baio and Willie Aames, Corey Feldman and Corey Haim, Norman Felli and Aubrey Lindley (their agent told us "death" was the reason they couldn't make it), Nicole Kidman and Tom Cruise, Rob Schneider and Tom Waits, Cheech and Chong, Eddie Murphy and Anserio Hall, David Spade and unnamed fat (but loveable)

COLUMNS

EDITOR'S LETTER 14

Deep, probing thoughts on marriage, the magazine, and whatever else Mike felt like writing. Read it just to keep him from whining, ok?

FIRST PERSON 132

Are the new crop of 3D cards a great conspiracy aimed at emptying gamers' pockets? A foul-mouthed crank and a pie-eyed optimist (or two editors with nothing better to do) fight it out

THE DISCS



16

This month, wheel and deal through city streets with *Driver*, slash and dash through space with *Freespace 2*, and run and jump through a virtual world in the voxel-icious adventure game, *Outcast*. Plus, a special appearance by De La Soul

"...the ghouls overwhelmed the hero, clubbing him with their own severed limbs before feasting on his guts. And that was right about the time we knew we couldn't wait to play Nocturne. This game will be causing some hellacious nightmares later this year."

- Computer Gaming World

"It is unforgettable, astonishing, and teeming with riveting visual realism. Yet behind the rich lighting and gossamer fog is a timeless sense of adventure. This is gaming at its best."

- Adrenaline Vault



It is 1935, and in the shadowed world around you there exists an ungodly, evil: werewolves, vampires, ghouls and flesh-eating zombies that wait just outside the light's unlooked door to feed upon innocence. There also exist guardians of the good and just, tireless vigilantes capable of tracking down this evil and turning it upon itself. You are one of them. And you hunt, as your vile quarry does, by night.

NOCTURNE

*In the womb of darkness,
a new genre of game is born.*

UNLEASHED HALLOWEEN 1999

created by



www.nocturnegame.com

published by




www.godgames.com

WARNING!

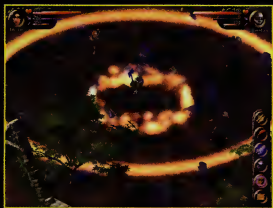
This game contains strong scenes of
excessive violence, language and nudity.
Suitable for mature audiences only.

Collections of the Municipal Archives of the City of New York.



Children stolen away. The sound of
shaking mothers still collapsing within
themselves. Joy carved out with blunt, diamond
knives. Mercy bludgeoned. Hope suffocated.
Blood sucked from heaven's nose.

Go to <http://pcx1.ign.com/gaming411> for more news.



You are Locke D'Averam, a once proud warrior-prince executed for failing to perform a ritual sacrifice. 10,000 years later, you've been resurrected from the dead by a prominent warlord to rescue his kidnapped daughter.

You are now part of a very special breed of warrior. You are a revenant. In order to regain full strength, you'll need to practice the problem-solving ability necessary to unlock forgotten skills.



And though there may be the whole island of Ahkuilon to explore, and more than 40 monsters to destroy, there's only one Locke D'Averam. And however you choose to live as Locke, we think you'll agree: Life is better the second time around.

- ⑦ Immerse yourself in a gripping storyline involving the future of the entire world of Ur
- ⑦ Enjoy explosive spell casting effects unparalleled in any other CRPG game
- ⑦ Extensive NPC interaction enables you to discover who you once were
- ⑦ Multiple modes of combat include stealth, hand-to-hand, bow and weapon
- ⑦ Thousands of 3D animations bring the inhabitants of Ahkuilon, as well as breathtaking combat moves, to life
- ⑦ Choose from 4 character classes in multi-play mode



Check out the interactive demo at
www.eidos.com

CINEMATIX™

CINEMATIX STUDIOS is a trademark of Cinematix Studios, Inc. © 1999 Cinematix Studios, Inc. REVENANT is a trademark of Eidos Interactive, Ltd. © 1999 Eidos Interactive, Ltd. EIDOS, EIDOS INTERACTIVE, and the EIDOS INTERACTIVE LOGO are all registered trademarks of Eidos Interactive, Inc. and Eidos Interactive, Ltd. © 1999 Eidos Interactive, Ltd. All rights reserved. All other trademarks are the properties of their perspective owners.

Go to <http://pcxi.ign.com/gaming411>: Product Number 24

COMING BACK FROM THE DEAD DOESN'T
MEAN YOU'RE GETTING BETTER.

Includes
all the tools
you need to
make your
own custom
levels

REVENANT™

One lifetime isn't enough.



EIDOS
INTERACTIVE®

SETTLING DOWN?

By the time you read this issue, two notorious members of the PCXL staff will be married, one will have proposed a third time (to no avail), one will have seen his ex-girlfriend (he calls her, "the whore") get married, and another will be in the engagement cycle (that period where everything reminds your girlfriend how nice a giant diamond ring would look on her finger).

How is this possible? What will happen to the raucous PCXL? What about the babe count? Well, we're not entirely sure why any women would agree to spend their lives with a PCXL staffer, but what we do know is that PCXL will never settle down. While our home lives may turn into something similar to prison life (with less conjugal visits and much safer showers), our time at work will serve as an escape from the doldrums of chick flicks and cuddle-time. We won't grow beads, play bingo, or start a quest for games "the wife" would really enjoy. Like they say, you can't teach an old dog new tricks and this collection of dogs (or you could say "pigs") will continue to boldly search the Internet for the perfect babe pic, scour the very bottom of the earth for a game that kicks ass, and generally make fun of everyone and everything we can.

THE TEAM

EDITOR IN CHIEF



MIKE SALMON → mike@pcxl.com
IN 30 YEARS HE'LL BE → George Carlin
WHAT HE CALLS HIS "ROGUE SPEAR" → Mr. Fingers
MARITAL STATUS → Married to VERY understanding, incredibly beautiful, ball and chain on Sept. 10th
HOW MARRIAGE WILL CHANGE HIM → No more parting with hookers and part-time... during the week, anyway
NOW PLAYING → Q&Q, Sys Shock 2, Jack 6

EXECUTIVE EDITOR



ROB SMITH → rob@pcxl.com
IN 30 YEARS HE'LL BE → Winston Churchill
WHAT HE CALLS HIS "ROGUE SPEAR" → "Twig and berries"
MARITAL STATUS → The engagement phase is upon him and it's just a matter of time before he succumbs to the dark side
HOW MARRIAGE WILL CHANGE HIM → Interest in Internet.com likely to rise
NOW PLAYING → Q&Q, Q1, Everquest

ASSOCIATE EDITOR



MIKE MORRISSEY → mike@pcxl.com
IN 30 YEARS HE'LL BE → The naked guy from *Moby-Dick*
WHAT HE CALLS HIS "ROGUE SPEAR" → The Irish Rover
MARITAL STATUS → "Yeah, if they're hot enough and their husband left in the state of Maine, I'd do 'em"
HOW SINGLE LIFE IS TREATING HIM → Like a red-headed step-child
NOW PLAYING → Q&Q, Kingpin, Madden

ASSISTANT EDITOR



CHUCK OSBORN → chuck@pcxl.com
IN 30 YEARS HE'LL BE → That guy who walks the streets muttering to himself
WHAT HE CALLS HIS "ROGUE SPEAR" → "You mean Rogue Spear is silent?"
MARITAL STATUS → "I've got the church, the reception hall, and a really good caterer. Anything?"
HOW SINGLE LIFE IS TREATING HIM → Like a Tibetan Monk in a secular commune
NOW PLAYING → Shadow Run, Q1

ART DIRECTOR



KYLE LEOBOEUF → kyle@pcxl.com
IN 30 YEARS HE'LL BE → Jean Luc Picard
WHAT HE CALLS HIS "ROGUE SPEAR" → The Enterprise
MARITAL STATUS → Desperate, especially since "the whore" just got married
HOW SINGLE LIFE IS TREATING HIM → It's all tricks and no treat when every girl you meet is either married or has a date that's late in men... damn talent
NOW PLAYING → Q&Q, Q1, Rogue Spear

MANAGING EDITOR



PHILIP MAYARD → philip@pcxl.com
IN 30 YEARS HE'LL BE → Gene Simmons
WHAT HE CALLS HIS "ROGUE SPEAR" → Curious George
MARITAL STATUS → "Swirling and loving it. Yeah, baby, yeah!"
HOW SINGLE LIFE IS TREATING HIM → Rich and roll all night and party every day
NOW PLAYING → Diablo (followed by Diablo, our gaming virgin is all grown up)

ASSOCIATE EDITOR



ED LEE → ed@pcxl.com
IN 30 YEARS HE'LL BE → Pat Morita
WHAT HE CALLS HIS "ROGUE SPEAR" → Lonely
MARITAL STATUS → "My parents are married, is that close enough?"
HOW SINGLE LIFE IS TREATING HIM → "At least I get the opportunity to sleep in as long as I want without interruption"
NOW PLAYING → Q&Q, Rogue Spear, Q1, Everquest, Action HotLife

ASSOCIATE EDITOR



ED LEE → ed@pcxl.com
IN 30 YEARS HE'LL BE → Pat Morita
WHAT HE CALLS HIS "ROGUE SPEAR" → Lonely
MARITAL STATUS → "My parents are married, is that close enough?"
HOW SINGLE LIFE IS TREATING HIM → "At least I get the opportunity to sleep in as long as I want without interruption"
NOW PLAYING → Q&Q, Rogue Spear, Q1, Everquest, Action HotLife

INTER/MODEL/FASHION COORDINATOR



GIA DECARLO → gia@pcxl.com
IN 30 YEARS SHE'LL BE → Made entirely of plastic of which what it takes
WHAT SHE CALLS HER "ROGUE SPEAR" → Big Blue
MARITAL STATUS → Currently turning down offers from adoring fans
HOW SINGLE LIFE IS TREATING HER → To deny, shove, and anything else she wants. Not women really have trouble
NOW PLAYING → Precall (all of the time)

ASSOCIATE ART DIRECTOR



ERIC SMITH → eric@pcxl.com
IN 30 YEARS HE'LL BE → Larry Flynt
WHAT HE CALLS HIS "ROGUE SPEAR" → "Why is my schlong of course?"
MARITAL STATUS → Single, but "I'm wearing her down. A 'wed' may be in the future"
HOW MARRIAGE WILL CHANGE HIM → "She's going to have to pay for her own lap dances since we get married"
NOW PLAYING → Q&Q and Q1, Action HotLife, CounterStrike, Dragoon, and Trickstyle

SPOTTHEFAKED

Every single issue of PCXL contains one advertisement that just ain't right. Find the faux ad and send it in to info@pcxl.com to be eligible for "Mafabulous prizes (all correct entries will be drawn at random when we feel like it)."

SEPTEMBER FAUX AD → WBAI Live 2000
MOCKING → WBAI, EA Sports, the WBAI, marketing driven games, NBC, sports games and their ludicrous feature lists
"Mafabulous prizes" → A new game none of us (or our families) want

CONTACTS	
Caroline Simpson-Bint	publisher
WORDS/MITHS/EDITORIAL WIZARD/SLAY BASTARDS	
Mike Salmon	editor in chief
Rob Smith	executive editor
Philip Mayard	managing editor
Mike Morrissey	associate editor
Ed Lee	associate editor
Chuck Osborn	assistant editor
DeCarlo	lifestyle editor
Contributing writers: Jason D'Aprile, Bill Harms, Chris Hudak, Daniel Morris, Allen Rausch, Jeffrey Adam Young	
ARTY TYPES/EASY KILLS	
Kyle LeBoeuf	art director
Eric Smith	ass. art director
Gerry Serrano	contributing artist
ADVERTISING/MARKETING	
Karen Kurlantang	advertising director, ext. 172
Any Arnold	regional account manager, ext. 771
Melissa Murra	regional account manager, ext. 407
Andy Swanson	regional account manager, ext. 749
Jennifer Canavan	advertising coordinator, ext. 423
Wilson Lau	account representative, ext. 737
PRODUCTION	
Richard Lesovoy	production director
Glenn Sadin	production coordinator
CIRCULATION	
Stephanie Flanagan	subscription director
Peggy Moses	fulfillment manager
Kristi Chezum	renewal and billing manager
Clara Pon	newstand coordinator
Quyen Nguyen	retail sales and marketing manager
Karen Gallion-Biggers	direct mail manager
Jaune Mangabat	fulfillment coordinator
PCACCELERATOR	
Editorial	
Vox	415-668-4684
fax	415-668-4686
email	letters@pcxl.com
Advertising	
Vox	415-668-4684, ext. 172
fax	415-668-4686
email	karen@pcxl.com



Chris Anderson	CEO
Tom Valentino	vice president/COO
Hoty Klingel	vice president/circulation
Charles Schus	general counsel
IMAGINE ENTERTAINMENT DIVISION	
Jonathan Simpson-Bint	president
Mark Fime	VP Editorial
(PC Accelerator, Games Business, PSM, Next Generation, PC Gamer)	
IMAGINE BUSINESS & COMPUTING DIVISION	
Mark Gross	president
(Business 2.0, ChickClick, MacAddict, Maximum PC, PowerStudents Network)	

Imagine Media is made of people who have a passion. A passion for games. For business. For computers. Or for the Internet. These are passionate men.

Our goal is to bring you passion with the greatest magazines, websites, and CD-ROMs available. We love our products, we love to have fun, and we have a cut-throat drive always to deliver spectacular editorial value. That means doing whatever it takes to give you the information you need. With any luck, we've made you quite a few new friends.

Thanks for printing us.

PC Accelerator (ISSN 1049-0600) published monthly by Imagine Media, Inc., 10000 North 12th Street, Suite 100, Scottsdale, AZ 85257. Application to mail and post paid pending at Business City and National mailing office. Second-class postage paid at Scottsdale, AZ. Postmaster: Send address changes to PC Accelerator, P.O. Box 10000, Scottsdale, AZ 85257. Second-class postage paid at Scottsdale, AZ. Postmaster: Send address changes to PC Accelerator, P.O. Box 10000, Scottsdale, AZ 85257. POSTMASTER: Send address changes to PC Accelerator, P.O. Box 10000, Scottsdale, AZ 85257.

Printed in the USA. Single copies \$5.00. Back issues \$5.00. Subscriptions: \$24.00 per year (12 issues). Single copies \$5.00. Canadian postage and GST (GST#R123456789) included in the price of the magazine. All other countries add \$5.00 per year. POSTMASTER: Send address changes to PC Accelerator, P.O. Box 10000, Scottsdale, AZ 85257.

Back Issues: \$5.00 per issue. U.S. Postage Paid: 10000, AZ. Permit No. 38.

PREPARE.



CRUSADERS OF MIGHT AND MAGIC™

The action is fierce. The world is Might and Magic.
Coming soon to your PC.

PC
CD-ROM



NEW WORLD COMPUTING

© 1999 The 3DO Company. All Rights Reserved. Crusaders of Might and Magic, New World Computing, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners. New World Computing is a division of The 3DO Company.

3DO™
www.mightandmagic.com

Go to <http://pcxl.ign.com/gaming411>: Product Number 83

ME, MYSELF, AND DISC

GLORY, GLORY, HALLELU! GLORY FOR DISCS ONE AND TWO

Give it up for the supa emcees, Long Island's own De La Soul with their very special guests, Discs 1 and 2!!!

DISC 1 → Now you tease my Disc One style
And my Disc One spectacles
You say Disc One and Two are hippies
No, we're not, that's pure Disc bull
Always pushing that we've formed an image
There's no need to lie
When it comes to being Disc One
It's just me, myself, and Disc

DISC 2 → I'm proud of what I am
Poems I speak are Disc Two type
Please oh please let Disc Two be
Himself, not what you read or write
Right is wrong when hype is written
On the Disc, De La to this,

Style is surely our own thing
Not the false disguise of showbiz
De La Disc is from the soul
And this fact I can't deny
Strictly from the Don called Stuckie
And from me, myself, and Disc

LEGEND

DEMO

PATCHES

TOOLS

A/V

MAPS

RATING

DISC



	DRIVER
	STAR WARS EPISODE 1: RACER
	SINISTAR UNLEASHED
	OUTCAST
	FREESPACE 2
	MIDTOWN MADNESS
	KINGPIN
	CUTTHROATS
	SHADOW MAN
	SEED
	FORCE 21
	BALDUR'S GATE: SWORD COAST
	MORTYR
	HALF-LIFE
	GAMESPY

DISC



	ANACHRONOX
	DAIKATANA
	ABOMINATION
	REVENANT
	URBAN CHAOS
	THIEF
	OMIKRON
	FORMULA 1
	WARZONE 2100
	BRAVEHEART
	TOMB RAIDER III
	TOMB RAIDER II
	TOMB RAIDER II GOLD
	TOMB RAIDER GOLD
	GANGSTERS: ORGANIZED CRIME
	COMMANDOS: BEHIND ENEMY LINES
	COMMANDOS: BEYOND THE CALL OF DUTY



Our disc comes with a scrolling interface, and is operated by moving the mouse over the screen. The bar on the left can also be used. Click left on the mouse to select items and click left again (on the image) to return to the previous screen. If you've ever installed a game, the rest is easy.

REQUIREMENTS: WINDOWS 9x/98, PENTIUM 133MHZ, 32MB RAM, DIRECTX 5.0, MOUSE, 100% SOUND BLASTER COMPATIBLE CARD

Disc problems? Visit our website at www.pcd.com and click on the customer service link, or call 800-333-3890.

THE DISC MINI-FAQ

- Q:** My discs aren't (a) working, (b) anything, (c) talking to me anymore?
A: If you answered (a) or (b) please call 1-800-333-3890, and if you answered (c) please call for help.
- Q:** Where's Francis?
A: He's having his bath.
Q: Oh really? Where are they hosing him down?
A: Do you have any dreams, Pee-Wee?
A: Yeah ... I'm all alone. I'm rolling this big donut. And this snake wearing a vest comes along ...
- Q:** The stars at night are big and bright ...
A: Deep in the heart of Texas!
Q: Is there something you can share with the rest of us, Amazing Larry?!



INTRODUCING THE NEWEST WAY TO PLAY HOCKEY



Authentic FOX Sports Net
graphics-including FOX TRAX™



Camera angles that put
you in the action



Addictive gameplay that's
fast and fun

SPORTS GAMES. FOX ATTITUDE.

foxsports.com

log on for more info,
screenshots and downloads



Also on
PlayStation®
game console



Go to <http://pcx1.ign.com/gaming411>: Product Number 57

©1999 Twentieth Century FOX Film Corporation. All Rights Reserved. "FOX", "FOX Sports", "FOX Sports Net", "FOX Trax", "FOX Sports Interactive", "FOX Interactive", "Twentieth Century FOX" and their associated logos are trademarks and the property of Twentieth Century FOX Film Corporation. Hockey League Players' Association, NHLPA and NHLPA Logo are trademarks of the NHLPA and are used, under license, by FOX Interactive, Inc. NHL Championship™ is a trademark of the National Hockey League. All NHL logos and marks and team logos and marks displayed herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. ©1999 NHL. All Rights Reserved. This product is an Officially Licensed Product of the National Hockey League. Windows and the Windows logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and profiled in the U.S.A. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



You are the Commander. Make



Control Futuristic Vehicles

Face the front lines in first-person, calling in airstrikes and commanding all-new customizable vehicles, including tanks, walkers and hoverbikes, via a powerful interface.



Destroy Alien Scum

Take on morphing enemies with advanced unit tactics like strafing, jumping and laying mines. Instant action and strategy missions get you right into the solo or online battle fray.



Battle and Build

Use the terrain to your advantage on five completely 3-D alien planets. Form massive armies, construct bases and factories and deploy your defenses across the solar system.

Battlezone® Critical Acclaim:

**Action Game
of the Year**
CGW and
PC Games

PC
GAMES
A
LIST

"...a
fantastic
gaming
experience."
CGW

CG
RATED
★★★★★

93%
Editors'
Choice
Award

PC GAMER
EDITORS'
CHOICE

**Action Game
of the Year
Runner-Up**
Strategy Game of
the Year Runner-Up
PC Gamer



/// Brady GAMES
STRATEGY GUIDES

Coming Soon To

SoftwareForPCs.com

Activision is a registered trademark of Activision, Inc. © 1997-1999 Activision, Inc. Battlezone is a trademark of Atari Interactive Inc., a Hasbro company. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other trademarks and trade names are the property of their respective owners.



ACTIVISION

www.activision.com

Your Mama Proud.



BATTLEZONETM

COMBAT COMMANDER

Go to <http://pcxl.ign.com/gaming411>: Product Number 95

PCXL NOTE: *Rogue Spear* went gold the day that **PCXL** went to press. We played the final build extensively right before the master, and have reported on the issues we found with the game in this review. The multiplayer element was fully playable and tested thoroughly during the course of the review process.

RAINBOW SIX:

ROGUE
SPEAR

Red Storm, *Rainbow Six*, *Rogue Spear* — what's with the initials RS? Would we be talking Rotten or Righteous Sequel? What was it about the first game that captured the imagination and saw it dominate the sales charts for so long? Red Storm's track record up to that point had been, well, crap. The hugely bankable Tom Clancy name couldn't sell the board-game-style strategy bore *Politika*, or the online experiment *ruthless.com*. And the less said about *Dominant Species* the better. *Rainbow Six*, however, blew gamers away (including everyone in the PCXL office) with a new take on the first-person action game. With the sequel, Red Storm has many questions to answer. Can the graphics engine be improved? Will the enemy AI be smarter? What exactly is a rogue spear? (Help me, I can only talk in questions right now.) With all this on our minds, we invested countless hours unearthing the deepest secrets of Tom Clancy's *Rogue Spear*.

If you haven't played *Rainbow Six* at all, how it differs from a conventional first-person shooter can be summed up pretty quickly: It's not a first-person shooter. More than anything, it's a strategy game. Take the single-player game, for example. The game setup involves painstakingly coming up with a plan for your squad members (up to 16 on a single-player mission), who you insert into a 2D planning map and order around, giving them all sorts of movement waypoints and actions (such as cover, defend, and snipe). You then give them weapons and equipment, hit the "enter mission" key, and watch your terrorist-whacking magic unfold as you actively take the first-person role of one of the group members, jumping into the body of another character should your view become splattered with your own blood and your lifeline go flat.

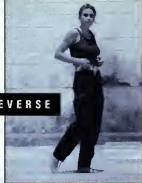
A few minutes later, it's all over. So the ratio of time spent in planning to execution is about 10 to 1. Of course, you don't have to play this way, but good luck getting through the later missions without evolving into a tactical mastermind. Strategy also comes into play when you realize that if you get hit by a bullet, you die (even though sometimes it seems you are only grazed). This doesn't seem too hard to wrap your mind around until you realize that you're used to taking a rocket in the face at point blank range in *Quake III* and living. Yeah, you'll be getting out of that Q3 mindset real soon, *DeathLord*. The game puts a premium on life — yours, that is. Right out of the gate you're more on edge than in infinite respawn shooters, because when people die so easy, the stakes are raised. You'll be much more careful and wary than you'd ever thought possible in a computer game, and that in itself is incredibly involving and reason enough to give this game a try. What other game lets you and a human opponent get into a shootout standoff right out of the movies, ducking behind cover, trading fire and grenades, and picking your opportunities. And one mistake, one head popped-up for too long, could trigger the foreboding "You're Dead" music.



Rogue Spear features excellent new locations.

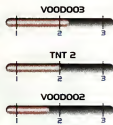
DEVELOPER →	Red Storm
PUBLISHER →	Red Storm
REQUIRED →	PIII 233, 32MB RAM, 200MB hard drive, 4X CD-ROM, D3D- compatible card
IDEAL →	PIII 450, 128MB RAM, 600MB hard drive, Voodoo3 3500

STRIPPING IN REVERSE



ACCELE-RATED

This game tends to run a bit chunky on some of the systems we tested it on. Really, you want to concentrate on speed over image quality.



API SUPPORT: Direct3D

ALL NEW STUFF ... AND ... STUFF

Without getting too far ahead of ourselves, we should mention what exactly has been changed/improved since the first game. Everyone was hoping, if not exactly expecting, a spiffy new graphics engine. Well we didn't get one. Instead we get the same *Rainbow Six* engine that was already behind the tech curve when it first aired. The sequel sports some prettified surface changes like increased polys for the player models, higher res textures, and many more animations. 3D trees? It's all about the 3D trees.

Yeah, the engine is definitely showing its age. That's not to say that the game doesn't look good, because it does — like the first game, it makes up for a lack of polys and special effects with skillful use of texture maps. There's a ton of attention to detail in the game's 18 locations, in order to make them feel like the actual places they recreate, such as the gorgeous Prague Opera House, rather than anonymous levels in a game. Even places where the vast majority of players will never go because of a mission's flow, design, or whatever are carefully detailed — like a spare bedroom or a laundry room complete with washer and dryer.

The character models are looking better too — more fleshed out, with an increased poly count and all-new animations like using binoculars and signaling. Plenty of work has evidently gone into the varied death animations, many of which are as melodramatic as a soap opera. It can take a good five seconds for someone to spin around twice, fall on his knees, and slowly pitch forward. Uh, gee ... I just shot him in the leg.

Whatever the inadequacies of the graphics engine in the original game, *Rainbow Six* was a shining example of how compelling gameplay can overcome technical limitations. How do you improve on that? You know it's about sneaking around, staying out of sight of the bad guys while picking them



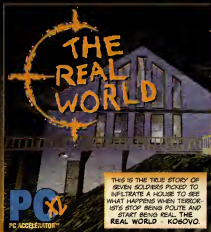
Your snipers go into a sitting position instead of a crouch for some unknown reason.

off individually, one shot kills, etc. That's all good and feels exactly the same as it did in *R6*. With *Rogue Spear* two new actions add to your tactical possibilities: Moving while crouched and peeking around corners. [Check the sidebar for more details.] Moving while crouched is certainly a needed addition, as it makes you harder to hit, and you can run while crouched too. And, if you get the hostages to follow you in this mode, it's really funny 'cause it looks like they're following you around sniffing your butt.

Anyway ... peeking around corners is a great way of getting your face shot off, but has its uses, too. Of course there's a shieldload of new guns, probably double the amount you could pick from in *R6*. Lots



The old "take one team at a time till they're all dead" approach.





more assault rifles like the futuristic Steyr Aug, and the automatic shotgun. [See sidebar right] But "new" doesn't necessarily mean "better," though, as you'll find yourself forsaking the fancy guns for the good old quiet HK MP5 SD5 for most of the single-player missions because it's a headache having to worry about terrorists hearing you approach before they're supposed to.

Weapon accuracy, particularly when you're moving is either really annoying or really cool, depending on how you look at it. Basically, just like in *R6*, each weapon has a sort of refresh rate based on how maneuverable the weapon is and the skill of the user. So a heavy,

unwieldy weapon like an M16 will take a long time to get a "centered" shot, but the tradeoff is its much greater range for accurate shots. A smaller gun like an MP5 will center much faster, and handguns the fastest. By far the slowest to center are the new sniper rifles. These are a logical addition to the game and will affect your strategies significantly—both in single-player planning and in multiplayer map awareness. They zoom in from helluva far and can be incredibly deadly, but there's no silencer for the sniper rifle, which is pretty stupid (or a game balance decision, as silently picking people off from a distance could be massively annoying). ▶ P. 26

GEAR UP: WEAPONS AND ACCESSORIES

Here's a rundown of the new weapons and equipment in the game. For numbers in parentheses, first is the default number of clips, second is number of bullets per clip.



RIFLES

STEYR AUG → (5x30): A cool futuristic-looking assault rifle with bullpup design (trigger is in front of clip). Like all bullpup weapons, it's a maneuverable gun, but not that accurate.

ENFIELD L85A1 → (5x30): Another funky bullpup assault rifle. This one just doesn't seem as good as the Steyr, however.

M4 CARBINE → (5x30): Basically the CAR 15 from the first game, a really versatile, powerful assault rifle and sure to be a multiplayer favorite. Great stopping power and accuracy.

M16 → (5x20): An accurate, but slow vintage assault rifle. It's main drawback is it's low rounds per clip. Maybe good if you want to handicaps yourself in multiplayer.

UMP 45 → (5x25): A step up from the MP5 in firepower because of the .45 caliber rounds. It's got a slower fire rate, though. Also comes in a silenced version.

HK MP5/50A2 → (5x30): Just like the MP5, except it uses the slightly more powerful 50mm rounds. Also comes silenced.

SPAS-12 → (4x9): A fully automatic combat shotgun that is capable of emptying its clip in less than 2 seconds. Aww yeah.

OUR PICK OF THE ABOVE → Single-player: MP5/50SD, Adversarial: M4 Carbine

SNIPER RIFLES

BARRETT MODEL 82A1 → (2x10): Supposed to be the most powerful sniper rifle, but they all seem to get the job done pretty well... this one seems to take the longest to center but has the most rounds per clip.

PSG-1 → (4x5): Centers a bit quicker than the Barrett but doesn't zoom nearly as far and has less rounds per clip.

WALTHER WA 2000 → (3x6): The quickest centering sniper with a decent zoom, probably the most practical in adversarial.

ACCESSORIES

SMOKE GRENADES → It's what you'd expect — it gives off a cloud of smoke that lingers in the air for a while and obscures an area. The effect isn't that powerful though, so its use is limited.

BINOCULARS → Assigns to one of the two utility spots, is capable of a 4x and a 8x zoom. Really useful for recon.

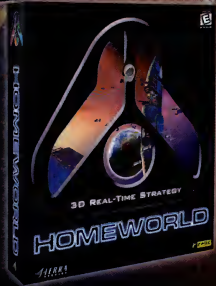


The attack on the Castle of Evil Badness.

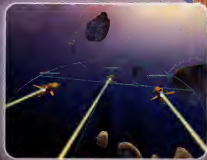


HOMEWORLD

3D REAL-TIME STRATEGY



Harvest resources from the depths of space, or try to salvage the wreckage of derelict and enemy vessels to add to your might.



Choose from multiple formations and attack tactics as you send your Armada into battle. Understanding the strengths — and weaknesses — of each ship class is critical to crushing marauders in your path.

SIERRA
STUDIOS

www.sierrastudios.com

© 1999 Sierra On-Line, Inc. All Rights Reserved. Sierra, Sierra Studios and the Sierra Logo are trademarks and Ho

**YOUR PAST IS A LIE, YOUR FUTURE IS IN JEOPARDY,
AND YOU'RE 35,000 LIGHT YEARS FROM HOME.**



Kharak, a barren wasteland orbiting an insignificant star, has been our home for ages. It is a planet as old as our memory.

But recent genetic research suggests that we are different from all other forms of life on Kharak. Then came the discovery: an ancient tablet long hidden in the Great Banded Desert, buried within the wreckage of a half-destroyed spacecraft. We must now acknowledge the inescapable truth — we are aliens to this world.

This secret will set our civilization on a path leading straight into the heart of the Galaxy. Construction began 60 years ago on the planet Kharak, a ship that will carry thousands of our race into the unknown. In the depth of space, our enemies await our return.

The journey begins now...



Prepare to adjust your strategy as you navigate your Armada through an infinite 3D battlefield where the enemy can attack from any point in space.



Unparalleled ship detail and intense artificial intelligence bring each dogfight to life, as turrets track their targets independently and pilots adjust their flight tactics mid-battle.



A range of vessels — from the offensive might of the Heavy Cruiser to the stealth technology of the Cloak Generator — is at your disposal as you journey to the heart of the galaxy.

Go to <http://pcx1.ign.com/gaming411>: Product Number 124

www.homeworld.net

HL is a registered trademark of Sierra On-Line, Inc. Relic is a trademark of Relic Entertainment, Inc.

relic
ENTERTAINMENT



RUNNING CROUCH

VETERANS

For all you R6 vets out there, listen up. Here's the skinny on what's changed in the engine and gameplay and how it will affect your tactics.

MOVING WHILE CROUCHED → Finally R6 training camp has included this important ability. Crouching will speed up how quickly your crosshair centers for an accurate shot. You can also run while crouched for a sort of ducking run effect.

PEEKING → This was supposed to eliminate the need to switch into third-person mode in order to look around corners. It works as intended, although the animation is pretty slow, which will result in your face getting blown off by vigilant terrorists or snipers. Use with caution.



SNIPER RIFLE → A helluva zoom — most rifles have two levels of zoom as well. The downside is they take forever to center. With autoaim on, forget about it. Be careful of the loud report on these, especially in single-player.

GRENADES → Always powerful, seems to be about the same area of effect as the Improved grenades in *Eagle Watch*. Flashbangs are a bit more effective, as they leave an "afterburn" effect on your screen that can confuse you. Both grenades have a cool ringing effect in your ears.

P. 23 WHAT'S THE STORY?

The R6 storyline was excellent, based on the best-selling book by Tom Clancy (what an amazingly fortunate coincidence that the game came out the same time as the book!) and involved a seemingly unrelated group of terrorist activities leading up to a big-ass bombing at the 2000 Sydney Games. By comparison, the *Rogue Spear* storyline is pretty

blah — it starts out (again) with small-scale threats, before escalating towards yet another world-threatening situation, but the villains just aren't as interesting this time around. Though it twists and turns a little, the conclusion isn't that gripping, the final villains not terror-inducing.

The first half of the plot has you traipsing around some cool locations, like the Natural History Museum in NY (the first mission), a wartorn Kosovo city (straight out

of the last battle of *Saving Private Ryan*), a TV studio, and a 747 on the tarmac at Brussels airport (probably the game's highlight). In the last one, you have to sneak in the bottom of the plane while it's refueling, cap a bunch of terrorists, then sweep through the interior while using sniper support to take out the guy on the main exit. The second half of the game has you trudging around Russia, whacking bad guys in very James Bond/*Goldeneye* for N64-esque arctic evil terrorist bases.

With all the new content, it's a shame that the terrorist AI (definitely one of the main shortcomings of the original) wasn't improved much. Bad guys still walk their pattern or guard their specific area, with slight variations



A counterterrorist pauses to reflect on the futility of it all.

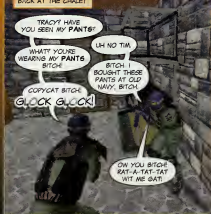


"Glock, glock" as Ed would say.

VACATION TIME!



BACK AT THE CHALET





ROGUE SPEAR

SNIPING FROM DISTANCE

in their starting locations when repeating a mission, and that's about it. The main improvement is in how the baddies react to grenades. Now, when you lob one in a room with terrorists, they will yell "Grenade!" or the equivalent and tear out of the room — I set up many an ambush that way. This tactic works a bit too well, though. On the Kosovo mission I threw a grenade by a doorway to draw out the couple of terrorists who I knew were inside, and managed to jack not just them, but another eight more terrorists who ran through an alley to see what all the commotion was about. Each successive terrorist was seemingly oblivious to the fact that he was running towards half a dozen of his dead buddies in a pile on the ground. Oh well.

Also, your squadmates still have an annoying tendency to block your path when you need to double back, particularly in doorways, often tempting me to just off them and be done with it. On the plus side, they did noticeably improve the hostage AI — they follow closely and get stuck less frequently. They will also react to tense shootouts at times by yelling "I can't take it!" and freaking out of the room, leaving you to go chase down their sorry ass. Considering the realistic nature of the game, and the attention to detail in many other areas of the game, the bad guy AI still leaves a lot to be desired.

► p. 28



Suddenly, Bob sensed that his identical twin had been shot.



This is what you'll be staring at for an extremely long time.



AGGHH!

NO MORE OF THIS
REAL WORLD GRAP YOU
SHOULD BRAT! IT'S BACK TO THE
SECURE DAYS OF MY VIE-JAYS
VERDER NO MORE CLEARASIL
DAMMIT!

THE END

SEE DICK
GAME!



SEE DICK
COMPETE!



DICK'S GOT JANE IN
HEATCIG!

JOIN JOIN JOIN JOIN
HEAT'S COLLEGIATE INTERNET
GAMING LEAGUE

Win cash prizes! Impress the girls!
Experience real multi-player gaming
competition! And do it for FREE! Join
HEAT's Collegiate Internet Gaming
League! It's everything a college
gamer needs!

Collegiate Internet Gaming League



FREE to Join. FREE to Play.
www.heatcig.net

© 2003 Digital Networks, Inc. All rights reserved. GTC, HEAT, HEATCIG
and the HEAT logo are all trademarks of Digital Networks, Inc.



MULTIPLAYER MAYHEM

With the single-player experience focusing on increased content rather than innovation, the multiplayer game makes you appreciate how much *Rogue Spear* can rock. And hey, that's how you'll be spending the majority of your time playing this game anyway, right? The tenseness of the firefights are still a total rush. Expect to experience that deer-in-the-headlights, slightly paranoid state that comes from playing too much Team Survival. Playing *Rogue Spear* multiplayer jacks up your awareness and adrenaline levels a notch or two. When you can get killed by a stray bullet or by a sniper you can't even see, it tends to make you a little more cautious, especially after you've sat out of multiple games because you got capped at the beginning.

I like to say that *R6/RS* is a great equalizer for FPS skill levels, because the best *Quake* player is not guaranteed to be the best (or even close to the best) at *Rogue Spear*. It gets back to this: *Rogue*

Spear is primarily a strategy game. Tactical elements — using the heartbeat sensor, anticipating your opponents' movements, using grenades as diversions, checking your six, knowing your teammates' locales, changing rates of fire, conserving ammo, knowing when to reload — these are all things that have little or nothing to do with playing a total action-o-rama like *Quake III*.

Okay, so the game modes are still adversarial and cooperative ... in co-op you can play through any of the single-player missions with up to seven other players, and if anything it's better this time around because of the added strategic possibilities of having snipers on your team. Using snipers effectively in single-player is sometimes more trouble than it's worth because of their unpredictability, but in multiplayer it comes together, because you can communicate more effectively and try to overlap fields of fire. On open, outdoor maps such as the first Siberian base, good snipers will be able to deal the damage. As before you can go in to multiplayer co-op missions with AI backup — essentially, multiple lives, that will give you a chance of success on the later tough missions.

The Adversarial multiplayer option features more than 12 different game modes, from Assassination (kill the NPC leader) to Double Bluff (get the hostages to your



base first) to Stronghold (first team to get someone in the enemy base wins), but the ones you will be playing are Survival and particularly, Team Survival. Simple, straight-up kill everyone on the other team — right here is where *R6* has single-handedly created a sub-genre of real-world team-based games. Essentially, Red Storm decided to leave a good thing alone, going with the "expansion pack" theory of more content to support an already popular game style.

So what we've got here is more of a sequel in the *Tomb Raider* sense of the word — not a lot of innovation, but plenty of new content. And although the game has its problems (some AI and graphics issues, lack of new features), the gameplay it provides is more compelling and involving than anything in its league. But, you're unlikely to get the same kind of buzz that the very first multiplayer game of *Rainbow Six* delivered. This game did what a lot of sequels do — rest on successful laurels and deliver a slightly enhanced version of the first game, instead of remembering that what made it great in the first place was its uniqueness. But by your fourth hour of Team Survival,

yelling at the top of your lungs, after wiping out the entire enemy team by yourself, you'll completely forget about feature limitations and be content exploring the detailed new maps. Hey, we can't wait for *PC Gamer* to get their copies of the game to let the carnage begin — yet again.

GRAPHICS

Like the old *Rainbow Six* but slightly better. More polys and a few special effects here and there.

SOUND

A class act like the first one, the many different gun sounds and bits of voice acting like "Tango Down!" combine into a cool atmosphere.

DEPTH

Single-player will keep you interested, especially if you haven't played through the first game, and multiplayer doesn't have any problems, even if all you'll be playing is Team Survival.

DESIGN

A sequel in the *Tomb Raider*/expansion pack sense of the word.

RATING 8

+ Pluses

- Lots of new content
- More tactical options like snipers, etc.
- Slightly better graphics

- Minuses

- Single-player AI still weak
- Slower loading than the original
- A missed opportunity for real innovation in the genre



Get up! The pants of the free world hang in the balance.

Target sited 600 meters out
wind - 5 knots
out of the west
2 rounds left in
the MAGAZINE
If the 1st one misses,
the 2nd one WON'T

DELTA FORCE

YOU CAN RUN BUT YOU'LL

JUST DIE TIRED

Available Fall 1999



Featuring NovaLogic's **VOICE-OVER-NET™** -

If you're typing, you're DEAD!

The **ONLY** game with the Voxel Space® 32 engine that allows you to truly interact with your environment - **CONCEAL** yourself in deep grass, **TAKE COVER** in hillside crags and **TARGET** enemies over a kilometer away. Plus...

NEW weapons, equipment, story-based missions and weather effects like rain, wind & fog

Take control with the new
COMMANDER'S SCREEN

Large-Scale Multi-player combat with
up to **50 PLAYERS**

www.novalogic.com

Large & Loud Internet Gaming



NOVALOGIC - THE ART OF WAR™

©1999 NovaLogic, Inc. NovaLogic and the NovaLogic logo are registered trademarks and Delta Force and the Delta Force logo are trademarks of NovaLogic, Inc. All rights reserved. The use of the word "Internet" in this advertisement is not an endorsement or approval of the Internet by NovaLogic, Inc.

Go to <http://pcxl.ign.com/gaming411>: Product Number 36

Introducing the Aural Vortex SQ Series.



Remaining faithful to its time-honored legacy, Prince of Persia 3D elevates the Prince to new heights with the fast-paced combat of a fighting game and the depth and challenge of a classic Arabian Nights adventure. Stunning 3D graphics. Advanced 3D audio. Completely unique game design. Countless traps, ruthless enemies, and devious enchantments await you. So sharpen your sword, ready your bow, and embark on a journey that will forever transform you into the Prince of Persia. www.pop3d.com

The only sound cards worthy of a prince.

Who did Red Orb Entertainment turn to when they wanted the best possible audio experience for their smash title, "Prince of Persia 3D?"

Aureal.

Aureal blazed the path for 3D audio on the PC with its A3D technology, used in hundreds of current and future game titles. And now Aureal does it again by providing the best possible audio platform for interactive entertainment, the **Vortex SQ Series PCI sound cards**.

Introducing the **Aureal Vortex SQ1500**, delivering hi-fi digital audio for music, games and interactive entertainment. Experience award-winning A3D on two or four speaker systems, or on headphones. The **Vortex SQ1500** even includes a digital output for connection to supported digital speakers, home theater

equipment, MiniDisc and DAT systems.

The **Aureal Vortex2 SQ2500** provides premier 3D

audio for gaming and music.

It accelerates Aureal's new

A3D 2.0 positional audio with geometry-based Aureal WaveTracing. Also offering two or four speaker output, the **Vortex2 SQ2500** includes S/PDIF coaxial output for digital audio connections.

Both sound cards include an elegant Aureal Vortex Player for simplifying playback of all your digital audio and MIDI files, as well as Internet audio resources.

Aureal Vortex SQ1500 and **Aureal Vortex2 SQ2500**.

The only sound cards worthy of a prince, at a price that won't cost a king's ransom. See your authorized retailer today. For more information visit www.aureal.com/vortex.



AUREAL
HEAR THE FUTURE

www.aureal.com
www.a3d.com



©1999 Aureal Inc. Aureal, the Aureal logo, and A3D are trademarks and Vortex is a registered trademark of Aureal Inc.

Prince of Persia® is a registered trademark and Red Orb Entertainment is a trademark of Learning Company Properties Inc. All other trademarks are properties of their respective owners.

Go to <http://pcxi.ign.com/gaming411>: Product Number 20

Flying High

Investigative Journalism At Its Finest

Northwest pilots do it. John Denver may have done it. Crazy millionaires do it in balloons every

year. No, we're not talking about crashing in the ocean (although it's a good guess). We're talking about flying the skies while three sheets to the wind. (We assume the millionaires are lit — they can't be that crazy, right?) But how does a regular Joe who (a) isn't rich, (b) isn't a licensed pilot, or (c) has no hope of convincing the guys from (a) and (b) to lend him a plane to recreate that same experience (without the hideously painful death part, of course)? Armed with the promise of free booze, we came up with a plan. The answer: Flight simulators and ... airline alcohol and lots of it. Thank God for expense accounts.

One problem — none of us know the first thing about flight sims ... or the second or third things. After all, these aren't real games. The only people who read 500-page books, memorize technical jargon, and sit through snooze-a-thon tutorials are engineering students. Who in their right mind enjoys keeping track of dials, switches, and air speed when you can't shoot at anything? Then it hit us — we won't be in our right minds. This is our story — 5 journalists, 5 flight sims, and 55 tiny bottles of liquor (a.k.a. "mini's") on a collision course with destiny — all so you can learn from our mistakes.

Mike Salmon

DESCRIPTION → Stomach of steel, liver of cirrhosis
OFFICIAL DUTIES → Captain
FLIGHT EXPERIENCE → Slapped by a flight attendant for calling her a stewardess
HIGH ON → Power, nine bottles of vodka, and a hit of absinthe
ROLE MODEL → Maverick from Top Gun, but we think Goose (the guy who died)
BEGINNING BLOOD ALCOHOL LEVEL → .03
ENDING BLOOD ALCOHOL LEVEL → .13

Chuck Osborn

DESCRIPTION → Bottom of the totem pole
OFFICIAL DUTIES → Co-Pilot
POWERS → Body weight of Cuba, and the alcohol tolerance of a 12-year-old girl
FLIGHT EXPERIENCE → Listening and learning lyrics to "He's Pretty Fly for a White Guy"
HIGH ON → Anything handed to him, apparently
ROLE MODEL → Otis, the pitiful town drunk
BEGINNING BLOOD ALCOHOL LEVEL → .05
ENDING BLOOD ALCOHOL LEVEL → .18

Mike "Scoops" Morrissey

DESCRIPTION → The new guy
OFFICIAL DUTIES → Co-Pilot
FLIGHT EXPERIENCE → Aspires to join the Microsoft Flight Simulator Mile High Club
HIGH ON → Life (cereal and the magazine), seven bottles of rum, and "Sheep Dip" (or maybe it was just the sheep)
ROLE MODEL → The Flying Nun
BEGINNING BLOOD ALCOHOL LEVEL → .00
ENDING BLOOD ALCOHOL LEVEL → .11

Ed Lee

DESCRIPTION → Innocent but amused bystander
OFFICIAL DUTIES → To laugh at rest of staff playing flight sims
POWERS → Ability to use words "pants" and "ass" in wild and wacky combinations
FLIGHT EXPERIENCE → Never met a flight sim he didn't loathe
HIGH ON → Erythromycin (for strep throat). This new drug reacts violently with alcohol and cruddy games
ROLE MODEL → The blow-up emergency pilot in Airplane
BEGINNING BLOOD ALCOHOL LEVEL → .00
ENDING BLOOD ALCOHOL LEVEL → .00

Gia DeCarlo

DESCRIPTION → Delovely, delightful, and disgusted with rest of staff
OFFICIAL DUTIES → Designated driver and flight attendant
POWERS → Pillow-fluffing, peanut-tossing, and mixing perfect Bloody Mary's
FLIGHT EXPERIENCE → Slapped Mike Salmon for calling her a stewardess. (That's "flight attendant," you stupid f---!)
HIGH ON → French perfume, French wine, French fries, and French guys
ROLE MODEL → Amelia Earhart (but we think it was Judy Landers from Stewardess School)
BEGINNING BLOOD ALCOHOL LEVEL → .00
ENDING BLOOD ALCOHOL LEVEL → Bailing

(WARNING → PCXL doesn't condone irresponsible drinking and flying. Friends don't let friends pilot passenger jets while drunk, though we highly recommend kicking back a few afterwards.)

PCXL Roll Call

FLY!

Screaming Drunk over Bay Area

To see if flight sims can be enjoyed without the benefit of booze, we played the first game completely sober — mistake #1. Because this was a preview of the night ahead, we chose the beta version of GOD's *Fly!* to begin with, and picked the San Francisco Bay Area level, since it's our home, and, according to the menu screen, it's supposed to be "finished." (Menu screens are also lying bitches.)

MIKE → "Hey, my guns aren't working! What's going on?"

CHUCK → "There aren't any guns. You just fly around."

MIKE (in cold sweat) → "Noooooooooooooooooooo!"

The SF Bay Area is known for its beautiful rolling hills, historic buildings, and the Golden Gate Bridge — unless you're playing *Fly!*. The textures are flatter and blurrier than Kate Moss on a hero in binge and colored like something she puked up in rehab. After choosing the easiest possible setting and getting our Cessna 17R in the air, we tried to make the most of the situation with a fly-over of San Francisco. A lone tower, no bridge, and a strong desire for a shot of Jagermeister greeted us. "What the hell is that supposed to be?" became our mantra.

SIM!!!

You can make any game more exciting if you use an exclamation point. Try it for yourself. (S.C.U.D.)

Walk! — Manuever a power-walking grand around a mall as she barrels over anyone who gets in her way. Extra points given for slapping other mall-walkers too slow to jump out of the way of your flapping appendages.

Bus! — A bus-flying sim in which there's only one seat left. And, the bus just picked up two elderly women, a blind man, and a double amputee. Now get that seat!

Windows! — Just like regular Windows, but every time it crashes, the user gets an electrical shock. There's no game, but Bill Gates laughs and says, "Who's your daddy, bitch?" each time.

Skydiver! — Unfortunately, it's a real game. It also proves that an exclamation point in the wrong hands can be a very dangerous thing.

Fly! — Three times the fun of the original. And since 3 x 0 = 0, about the same amount of fun, too.

How we tried to make Fly! fun

MIKE → Pretends he's in an air show and does loop-de-loop. Just like at real air shows, the plane stalls. Unlike real air shows, he regains control. Claims that his "joystick has gone flaccid" (whatever that means). Rest of staff tries not to think about it.

CHUCK → Gives up on flying and crashes over and over again to see if the explosions look good. They don't, but use of Intensor force feedback chair gives new meaning to term "self-pleasuring."

"SCOOPS" → Warned off by Mike and Chuck's experiences, he uses *Fly!* CD for a game of Frisbee golf. Stops when it's pointed out to him that EA may steal the idea and release *Frisbee Golf!*

ED → Foregoes playing flight sims entirely and boots up *MechWarrior 3*. We can tell because he's the only one having any fun.

GIA → Gives staff a safety lecture



All the vodka in the world won't get us to play Fly! again.

on how to escape from a bad game in the event of a crash, but manages to keep her hair-do intact. She returns to the "galley" to do nails and reapply make-up.

"It's time to start drinking after that shit!" says Mike. Truer words have never been spoken.

RATING → [Three bottles of vodka]



Soon after our night of debauchery, we received a reviewable version of *Fly!*. No, it doesn't look any better and yes, Mike's joystick is still flaccid (whatever that means).

JOIN THE MILE HIGH CLUB

These are PCFL's steps for joining the Microsoft Flight Simulator Mile High Club. Good luck ...

- Find a willing partner (Note — If you sit at home playing flight sims, this may be more difficult than it sounds)
- Make comfortable ... err ... seating arrangements in front of your computer. Expect a bumpy flight
- Recreate the airplane experience by sitting next to a noisy beat (optional only due to taste restrictions) and cover yourself with a blanket

- Choose highest difficulty level — the 747 — and take it to at least a mile above the earth before beginning "aerial maneuvers" of any kind
- You must keep your aircraft aloft at all times and the altimeter cannot dip below 5,280 ft
- After finishing the deed, you must land your craft (and the plane) before you roll over and fall asleep
- Send a picture of your girlfriend and a screenshot of the exact moment you made the club to theskysystem@pcfl.com

COCK(PIT) TAILS

NEAT → "What the hell does that blinking light mean?" the most important question you should be asking yourself is "What should I drink?", Whether traditional or adventurous, first class or coach, take comfort in knowing that you won't pay \$4.50 per drink (correct change is appreciated) at home

BEER → The old standby
PLUSES → Readily available, cheap
MINUSES → When was the last time you saw a pilot ordering a Heineken at an airport bar?

WELL DRINKS → Traditional cocktail of alcohol and fruit juice
PLUSES → Authentic, potent
MINUSES → Hey, why is juice in my drink? This isn't a health farm!

BLOODY MARY → A flying favorite
PLUSES → If you can drink this you can drink anything, celery stalk makes a nice snack
MINUSES → Turbulence might not make you barf, but this will

MARTINI → A yuppie favorite, elixir of vodka and vermouth
PLUSES → Pretend you're a secret agent while flying
MINUSES → You'll crash while trying to mix it

ABSINTHE → Thick, green hallucinogen with a bizarre minty smell
PLUSES → Even if the game sucks, you won't care
MINUSES → Flight sim/absinthe combo inspires you to jump off roof and cut off own ear

HOW WE RATED

The number of drinks you'll need before a flight sim becomes enjoyable

1 SLIGHTLY BUZZED
A fun game that you could probably enjoy without the booze

2 FEELING NO PAIN
Needs a little liquid refreshment but still gets off the ground

3 WOBBLY
The screen probably looks a little blurry, but, damn, those clouds are purty

4 TURBULENT
The pink elephants you see have a better flight model than the game

5 CRASH AND BURN
Drinking yourself into a catatonic state might help ... but we'd be lying



F22 Lightning

The alcohol flows freely and our spirits gradually lift after "The Fly Incident." Sensing a need for mass destruction, we install *F22 Lightning*. "Is it a bad sign that it makes you install DirectX 3.0?" asks Mike. To get through this, it was going to take guts. But more importantly, it was going to take a lot of rum.

The Tutorial

With Ed out of the picture, there were only three surviving editors. To practice our alleged skills, we explore the tutorials.

"SCOOPS" → Selects the beginner training mission and becomes saddled with the nickname, "Flying Weinerboy." Never realized that piloting an F22 could bore the piss out of you.

MIKE → Selects a slightly more advanced mission, but unable to get very far. Voodoo 3 makes game stutter more than a Boy Scout buying pom.

CHUCK → Goes directly to Nuke mission after logging zero hours in training. Becomes frustrated when he finds that he's unable to fire his nuke. Goes back to tried and true method of crashing plane to see it blow up. Explosion graphics are still lame, but combo of liquor and

Intensor chair makes him giggle uncontrollably.

Compared to *Fly!*, the graphics in *F22 Lightning* are revo-



Apache Havoc

For a change of pace, the group settled on the helicopter sim, *Apache Havoc*. "I'm having more fun with the install screen than playing *Fly!* and *F22 Lightning* combined. Look, there are explosions on the screen!" exclaimed Mike. The rest of us rushed to get a look, and sure enough, he was right. This was what we were wait-

lutionary, plus, to everyone's relief, you can shoot at things. Unfortunately, none of us were able to find anything to shoot in single-player mode and the game lacks LAN support in multiplayer. Even though a strong buzz was beginning to kick in, this mission was scrubbed.

RATING →

ing for. This could be the one to turn it all around.

Out of the three of us, Mike was the only one to get the game working on his computer. Chuck and "Scoops" used the opportunity to raid the liquor while leaving Mike to figure out how to fly what some call the most difficult-to-master aircraft in the world. After a few tense moments learning the control keys ("A...A...Q...Q... No, don't do that!"), he got the hang of it in about two minutes. So well, in fact, that Mike left the office to smoke a cigarette



Mr. Breathalyzer says, "Chuck be mighty f—ked up."

Apache Havoc needs to be a little lighter on the "Apache" and a lot heavier on the "Havoc." Damn, that's a big cockpit!

and his helicopter was still in the air when he returned.

MIKE → "Could they make the cockpit any larger?" (This was a sarcastic remark referring to the massive instrument display clogging the screen.)

CHUCK AND "SCOOPS" → "That's what she said!" (in unison)

Without anybody to face in multiplayer, Mike shot at the ground several times (for, he claims, giving him a dirty look) and eventually left the helicopter on autopilot while Gla served more drinks. Unable to find any enemies to blow apart, Mike went down in a polygonal blaze of glory as his blood alcohol rose to new heights.

MIKE → "This is like *Blue Thunder*. Except without stuff to see people naked or Roy Scheider."

RATING →

LICENSE REVOKED

The following is an absolutely true transcript of a multiplayer game held between a drunken PCXL editor and players on an *F22 Lightning* server. (For the best we could remember)

PCXL-Chuck (a pseudonym): Where is everybody? Come here so I can shoot ya. Auger: Welcome to our game, PCXL Chuck. We look forward to a hearty exchange of gunfire and good-hearted hijinx.

PCXL-Chuck F—k you Auger: Perhaps you didn't read the Nova-World Rules of Conduct agreement. That type of language is uncalled for.

PCXL-Chuck F—king p—y, you die now! Which once these little triangles is u for me to shoot at?

Auger: Oh, dear. That won't do. (Disables PCXL-Chuck's plane) **PCXL-Chuck** Look at me—I'm JFK Jr! Whenceeeee! (crashes plane and accidentally hits reboot button)

The PCXL crew tries to capture *F22 Lightning* in a bottle — after sucking the alcohol out of it first. It's a toss-up as to which sucked more — *F22* or the editors.



Falcon 4.0

According to our trusty PAL (Personal Alcohol Level) detector, we're all officially plastered. What better way to test our hypothesis than even the most mind-numbing of games are better with alcohol than play a flight sim with the largest instruction manual we could find? *Falcon 4.0*, with a manual that looks thicker than our biceps and actually mentions the phrase "egressing the target," fit the bill.

"SCOOPS" → I don't even know what's going on in my plane. There's a lot of weird noises.
CHUCK → "It sounds like your plane's farting."
MIKE → "Sorry, that was me."

Surprisingly easy to install and jump into (for three guys in the midst of a personal meltdown), it was also the only game we could get to work in multiplayer. And best of all, it had guns and missiles! Ready to deathmatch, we took to the skies with all the grace of newborn calves.



We guess this sorta looks like *Drakan* — at least to a drunk.



It is quite possible that this screenshot from *Falcon 4.0* illustrates what "Goat Rope" is. The only thing it definitely illustrates is that we were totally smashed by the time we got to this game.

The Results

"SCOOPS" → Crashes often, only to hear computer say, "That was a real goat rope." Wonders if flying goats are a playable feature.

MIKE → Watches as Chuck's plane veers in front and shoots it down. Repeats five times.

CHUCK → Makes "vroom, vroom" noises as he pulls back and forth on his throttle and babbles about the "stewardesses' breasts."

Winner: Mike

Most Inebriated: Chuck

MIKE → "Way too hard."

"SCOOPS" → If I had time to learn it, this might be fun.

CHUCK → (drols on self)

RATING →

Endgame

Gia gives Mike and "Scoops" a safe ride home. Unable to pry himself away, Chuck fires up *Drakan* and plays for an hour before realizing he's not playing *Falcon 4.0*.

The rest of Chuck's evening is shrouded in mystery. Rumor has it he was found unconscious in "The Tenderloin" district at 4:00 AM with a crackwhore. He flatly denies all charges.

What We Learned

"SCOOPS" → "What the hell is a goat rope?"

MIKE → Sim games are boring and slow as hell. Give me a game of *Quake II* any day.

CHUCK → If she walks like a man, talks like a man, and has an Adam's apple like a man, she's really a man. Yikes!

CONTROLLERS

IMERON IGS 350 INTENSOR LX

PRICE → \$199 (includes \$20 shipping)

What's not to like about something that creates tingly sensations in your crotch? It's not always clear if those prickly feelings are from heavy vibrations or a lack of padding, but the Intensor game chair does a pretty good job of booming your backside (in a wholesome way, of course) with pounding bass. Its five speakers envelop you in sound, gently massaging your lower back when playing aurally-intense games like *Quake III* or rumbling flight sims, but don't buy it for comfort or constant use — it's not exactly rump-friendly. Laughably, an offer for a "free" extra cushion (\$2.99 shipping and handling) is included in the box... as if there wasn't plenty of room for the cushion in the first place. Multi-system compatibility (PC, TV, stereo, DVD, console systems) is a plus, but popping sounds from the plastic casing doesn't raise confidence in the Intensor's long-term reliability. However, we could just be a bunch of fat asses.

RATING → 6



INTERACT CYCLONE 3D

PRICE → \$249.99 - \$299.99

Yup, it's a Cyclone all right — it's full of hot air and really blows. There are some good ideas here, namely allowing keystrokes to be programmed directly to the joystick by using a keyboard pass-through (there's a total of five, count 'em, five freakin' plugs!), 17 programmable buttons, and an ambidextrous layout for righties and lefties. But it looks and feels cheap, creaks loudly as you move the stick, sports spongy buttons, and has the sluggish, loose control of a narcoleptic turkey. If you see this Cyclone coming, take our advice and run for cover.

RATING → 3

PERFORMANCE RAIDER PRO

PRICE → \$199.99

As an economy stick, the Raider Pro is a mixed bag. It's pretty cheap as joysticks go, has an auto-fire feature, and even has suction cups on the base, but this just isn't a joystick we can recommend. The analog control is too loose and not very smooth, and infuriating enough to make you fling the stick across the room just to see how well it might fly. Oddly, button #1 is not the trigger — that would be the thumb button on top. Why, we can only wonder, but it really makes the stick less intuitive. While the button clicks are crisp, they're also hell-a-loud in that "hey, I'm playing with a cheap peripheral" style. Throw in a stiff, barely moveable base-mounted throttle and you won't want to use it even if someone paid you \$199.99.

RATING → 3



THRUSTMASTER REFLEX 3D USB

PRICE → \$399.95

Thrustmaster's answer to the Microsoft SideWinder, the Reflex 3D is a better alternative to the Interact Cyclone 3D or the Performance Raider Pro, though obviously at a higher price. There are eight programmable buttons, a hat switch, a throttle, twist action rudder control, and a base hefty enough to ensure it won't slide across the table. And, the stick is comfortable and responsive enough for long playing sessions. The hat switch is bit loose, though, giving the hat an overall slackness that can interfere with gameplay. Otherwise, the Reflex 3D is acceptable for people with USB and a moderate budget.

RATING → 6

SUNCOM SFS FLIGHT CONTROLLER

PRICE → \$249.99

For that real flying feel, it's hard to imagine a better stick than this one. Based on the F-15E Strike Eagle flight stick, the SFS conveys the bulky feel of a professional stick, yet remains comfortable for long-term use. But what's good for flight fanatics isn't necessarily good for the casual gamer. The SFS includes only four buttons, no throttle, or rudder, and doesn't attach to your desk. But the four-way hat switch is comfortable and all the buttons are easily reached and responsive. Does that read high-altitude punishment and available in both USB and joystick port versions, the SFS may not be the most stylish stick (read: Blocky) but it's good.

RATING → 8



SUNCOM SFS THROTTLE

PRICE → \$89

The only reason you'd want this is if you live and breathe flight sims. Meant for use with sticks like the Suncom SFS Flight Controller, the SFS Throttle is well-built and makes you look cool even when your plane is spinning out of control. The 16 programmable buttons, multiple hat switches, and overall layout replicates fighter jets, but would be overkill if you don't know your pitch from your yaw. This big daddy has enough switches and smooth throttle motion to satisfy any potential supervillain who dreams of destroying the planet with one fateful pull.

RATING → 8





System Shock and the Electronic Arts Distribution logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. The Looking Glass Studios logo is a trademark of Looking Glass Studios, Inc. All rights reserved. 3Dx is 1999 3Dx Interactive, Inc. The 3Dx logo is a trademark of 3Dx Interactive, Inc. All rights reserved.

system shock 2

She doesn't need to use her body
to get what she wants...

She's got yours.



Ultimate high-tech weaponry includes fully configurable, detailed equipment for amazing gameplay depth and action.



Frightening 3D realism gives you an all-too-real first-person perspective. In fact, the environment is so true-to-life, your enemies are even sensitive to light and sound.



Intriguing character generation lets you choose from three distinct personalities, each with their own special weapons and abilities.

You wake aboard the Von Braun with a mind-altering implant in your brain and no memory of recent events. As you wander the dark, eerie decks of the derelict spacecraft, you discover an alien material is slowly taking over the ship — feeding upon the flesh of your former comrades, leaving zombies and corpses in its wake. Behind the engulfing terror, you sense the presence of the evil cyber-being, SHODAN. She is seductive and sinister. And she pulls all the strings in the most chilling role playing game ever. Enter Shodan's terrifying world to discover her ultimate plan — or die trying. For all the gory details, visit www.lglass.com



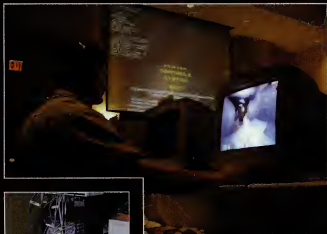
Go to <http://pcxi.ign.com/gaming411>: Product Number 90

PART 2

IN ID WE TRUST

BY ROB "TEX" SMITH

WELCOME TO FANBOY CENTRAL



Mesquite, Texas, isn't going to show up on many people's lists of ideal vacation

destinations. But this eastern Dallas suburb (pop. 111,580) is of interest to the computer gaming community, purely for being the home of the legendary Id Software. And for three days at the beginning of August, over a thousand people descended on its hotels and fast food joints, a good many of them carrying PCs, monitors, keyboards, and cables unplugged from bedrooms around the country.

QuakeCon '99 was the fourth staging of this large-scale Id-sponsored BYOC (Bring Your Own Computer) LAN party. It involved 512 tournament participants fighting eight-player matches on

Q3Test2 with the top four progressing to round two, where the format was repeated. The top four from the second round then went on to the final 128-player, 1-v-1 elimination section, fought on the specially-created *Q3Tourney* map ... until there was one.

Outside the tournament, 500 other eager players enjoyed fantastically smooth playing conditions (averaging less than 10 ping) over the massive network, constructed with enough power to run the New York Stock Exchange. This hardcore testing gave Carmack and crew the opportunity to see how their latest creation stood up under the most grueling of conditions.

With a few server tweaks, one system was configured to allow up to the maximum 128 players into a *Q3Test2* game. It seems 127 managed to get in, and though framerates bombed to between 2 and 7 fps, the spectacle of telefrags by the thousand was a sight to behold. It summed up the entertainment value of getting together with hundreds of other *Quake*-heads, and while the victorious Diehard took the tournament plaudits, it was a success for all who attended.

But one word of warning: Subjecting yourself to three solid days in a room with 1000 *Quake* fans in the middle of a "dry" area of Texas (no beer at the stores and only a few hours service in hotels) is something not to be taken lightly. Be afraid.

(Top) Diehard gives 1134-Bane a taste of the lightning gun during the tense tourney final. (Mid) The server box housed all the cable, and the network team staved off three hacking attempts.

WHAT'S IN A NAME?

How weird is it to hear comments and questions like "Kaos get your butt up here, now," or "Damn, man, Bane just beat the crap out of me," or how about "Frydaddy sucks"? You know what? Nobody bats an eyelid. This is online community speak, where George Myshlyayev, the eventual winner of the tourney, is known by the more manageable **Diehard**. For hardcore members of the online *Quake* community, it's a chance to put a real face to a faux name, though that does have its downsides. It's kind of embarrassing to discover that **K9-Gloucester**, who's been bitch slapping you all over the Internet, doesn't look like he could beat his way out of a paper bag. (He was, however, a really nice kid.)

But that's the beauty of the LAN party — the significance of *QuakeCon* is purely the sheer scale of the event. But the size of this year's *Quake* festival is testimony to the perpetually endearing position that the game, (or perhaps more importantly, the company) has among the hardcore fan base. It's also evidently going only one way, and that's up. It's the Star Wars convention of the gaming industry, where the hardest of the hardcore gather to show exactly how dedicated, almost cult-like, the fans of this game are. With tentative plans for *QuakeCon 2000* already under consideration, the event's success is measured by the success of the game, and given the level of organization and sponsorship dollars doled out by Id for this event, expectations are running high.



Only at a LAN party like this can the indescribable happen. Over 100 people joined the server and formed a triangle, before someone with a Quad rocket decided to make jam. Excellent.

STAT TRACKING

Since *Quake III Arena* represents the definitive death-matching experience, it's likely to head up computer gaming's continuing bid to be recognized as a genuine sport. The Total Entertainment Network has made major inroads in mainstream conscience through its successful series of Professional Gamers' League finals — everyone from the *New York Times* to *The Wall Street Journal* have reported on the final events. But while watching the San Francisco final round (each season is concluded in a different city) the PGL's commissioner, and founder of Atari, Nolan Bushnell discussed the possibility of the deathmatch becoming a spectator sport. The conclusion: It's still some way off (due in large part to the aforementioned appearance of the contestants — not exactly superstar material).

One of the most important reasons for this lack of enthusiasm was that viewing the action on the big screen only covered the movements of one of the two players. The cat-and-mouse

antics of 1-v-1 stand-offs are where the tactical elements shine, and where the skill of the two combatants becomes evident. This simply didn't come across by following one player. That issue is certainly one that still needs to be addressed, but if you're going to have your sport accepted by the American viewing audience, it needs to have stats. That's where Kansas City-based start-up NetGames USA comes in.

They convinced Id to include a log file as part of the server tracking function in *Quake III Arena*. This file contains every piece of information about each player's pick-ups, shots, hits, misses, frags, deaths, and suicides. It's then sent from the game server to the NetGames server, where the information is tallied and presented in baseball-like stat format. For *QuakeCon*, the result was that each player had a unique login to the server and his various successes and failures were recorded for posterity. It's through this piece of technical wizardry that anyone can see that **Toxic** scored the highest frag count (283), and **Tall One** has the

shame of getting destroyed with 173 deaths in just three 15-minute matches (a record our own Dan Egger hasn't even accomplished).

Currently, only certain specially-configured *Quake II* servers utilize the NetGames software but the soon-to-be-released *Unreal Tournament* will ship with built-in support, while support for *Dynabix' Tribes* is due soon. If you're looking at hosting a tournament, it's a great way to get the most from the game — the bragging rights, the definitive answers to the question of blaster kills, suicides, etc. and as a server-side feature, doesn't require any user download whatsoever.

NetGames' software certainly helped this *Q3A* tournament run incredibly smoothly by organizing the brackets. If this technology is implemented by enough forthcoming games, it could be the most important catalyst yet to establishing computer gaming as a bona fide spectator event.

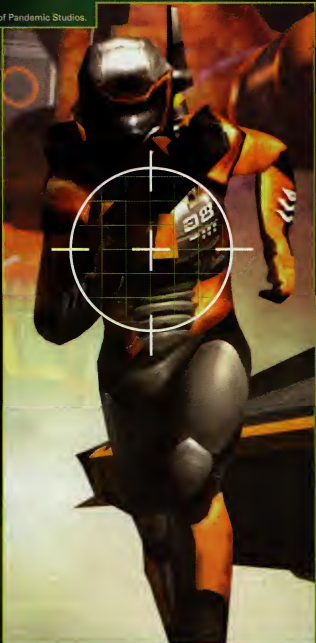
BY THE NUMBERS

22673	Total frags at the tourney
1000	Number of registrants
450	Number of computers brought by fans
100	Number of computers brought by sponsors
15	Miles of cable linking the machines
125	Number of volunteer organizers
750	Number of network hubs
100	Number of pizzas delivered to the hotel
97	Percent of attendees who were male
0	Percent of attendees who got any action
104	Degree temperature outside the hall
55	Degree temperature inside with air conditioning
300,000	Dollar cost of hardware used to run the Con

Look for Battlezone II™ this fall. Screenshots courtesy of Pandemic Studios.



THE "KILL-ZONE" AS SEEN BY A
STANDARD 350 DPI MOUSE.



THE "KILL-ZONE" AS SEEN BY THE
1000 DPI RAZER BOOMSLANG.



© 1999 karna LLC. All Rights Reserved. karna, the karna logo, Razer, the Razer logo, Boomslang, and the Boomslang logo are all trademarks of karna LLC. All other trademarks or trade names are the property of their respective owners.

raze

YOUR

d.p.i.



[dead player index]

Introducing the Razer™ Boomslang™. The ultimate control device for the ultimate gamer. Featuring over twice the dots per inch (dpi) of a standard mouse, an ergonomic hi-tech design, breakthrough technology, and other innovative features, the Razer edge is all a player needs to compete in today's toughest gaming arenas. So get the only mouse with the deadly accuracy of 1000 dpi (also available in 2000 dpi). And get ready to raze the body count.



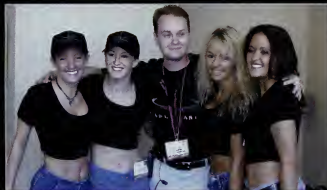
RAZER™

BOOMSLANG™

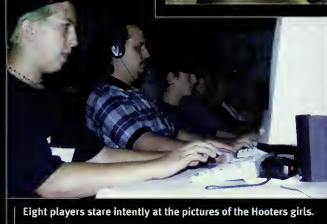
THE MOUSE WITH KILLER INSTINCTS™.

order EXCLUSIVELY via
www.razerzone.com or call TOLL-FREE
1.877.RAZERZONE [1.877.729.3796]

WE ARE THE MOD MAKERS



QuakeCon's Exec. Director is propped up by the Hooters girls.



Eight players stare intently at the pictures of the Hooters girls.

If ever a game needs the support of the mod-making community, it's *Q3A*. The reason is all too apparent: What you're getting out of the box is the straight-up deathmatch and a CTF game (written by Vancouver-based programmer Zoid). That's it. All that nonsense about other possible team-based game options, and variants on the deathmatch theme, have been nixed. Id's attitude: "We're creating the definitive deathmatch experience — end of story."

Post-release, it's unlikely that Id will supply much more in the way of actual game content (they'll be working on a single player game using the *Q3A* engine) although there's little doubt that the engine will be patched to address any bugs that slip through as deadline day approaches. But for gameplay variants you'll be looking online — and eager amateur programmers will be bashing out their mods with the intention of creating the next CTF or Team Fortress (and thus get hired or bought by one of the larger companies).

To Id's credit, they not only understand this situation, but have the foresight to embrace it. During Carmack's address to the QuakeCon attendees he confessed amazement at some of the features that mod makers managed to work into the *Quake II* engine. Certainly the engine has been written to make it easier to access the core elements, and to produce these add-ons. With that in mind, Id organized workshops for those interested in model, level, and mod making and had experts explain some of the nuances of the new system to them. 3D modeler Paul Steed (supplier of the voluptuous Hooters girls as eye candy for the masses) held a packed discussion on creating models for *Q3A*. The session was packed not for the *Quake* babes, but because of the fascination with his presentation, the highlight of which was his Carmack model leaping and swirling around, to illustrate the animation system!

Likewise, level designer Paul Jaquays instructed a horde of eager level creators on the fine points of working with the all-new curved surfaces which allow a new level of detail in the environments. Possibly the best example of the use of curved surfaces, and evidence of outside parties' grasp of the new system, was in the demo of Raven Software's *Star Trek Voyager: Elite Force* (detailed in last month's PCXL). Recreating the USS Voyager to match its on-screen appearance has been made easier for by the engine's curved surfaces. Now, with former Id employee American McGhee holed up in EA working with Rogue Entertainment on a *Q3A*-based game based on the frightening "Alice in Wonderland," there will be many more developers flexing their creative muscle with the new tools.

WORST PICK-UP LINES

Get a bunch of *Quake*-heads in a convention hall, throw in some women, and let the hilarity begin. (Note: These are all actual lines overheard while at QuakeCon — you just can't make this shit up!)

LINE #1 → "We're here for a computer games convention"

SAID TO → Hooter's waitress

WHY IT'S BAD →

It's the non-getting laid Jedi mind trick, "I am not the man you are looking for"



LINE #2 → "Those scars on your face ... are they from acne? I have those too"

SAID TO → Some poor, defenseless Hooter's Waitress

WHY IT'S BAD →

The coup de Gras of bad pick-up lines, this guy, in one sentence, manages to insult her and point out his own flaws. Get back inside before you hurt yourself!

LINE #3 → "Hey, can I show you the network hub?"

SAID TO → Random marketing hottie

WHY IT'S BAD → Women are never impressed by technology or lewd technology innuendoes

LINE #4 → "Exactly how stupid do I look in this cowboy hat?"

SAID TO → Barmaid at the Rodeo

WHY IT'S BAD → It's bad enough you're a British guy wearing a cowboy hat — don't point it out to her

LINE #5 → "Wow, a chick. Man, a chick at QuakeCon. That's cool!"

SAID TO → Some chick at QuakeCon

WHY IT'S BAD → We call women chicks behind their backs only. To their face, a term like "babe" is much better

ABOVE THE LAW

Of course, creating mods and levels before the game is released is a practice frowned upon by Id. Despite their position as a development powerhouse, the company still needs to pay the bills (those Porsches and Ferraris don't come cheap, y'know). Let's face it, if amateur hackers managed to create new levels that would work with the current test, why would you bother to go out and buy the finished product?

It's easy to imagine Id plying their trade in an economic bubble away from the hustle and bustle of publishers' advances, deadlines (the infamous "when it's done" only lasts so long), and the bottom line. And while Id is certainly in a fairly unique position, CEO Todd Hollenshead explained to us that "just because we're Id doesn't mean that we don't feel economic pressure, although it is different for us than many, because we're completely internally funded."

While that's a stable and strong position, the publishers (in this case, Activision) pay only to secure the rights to the game, and no more until the gold master disc has shipped to the manufacturers. Through this process Hollenshead reckons that Id earns between 70-80% of the potential gross of the game through development, with Activision gaining around 20%, and the distributors, 10%. So, Id gets by far the largest slice of the pie without the aggravation and hassle involved in actually publishing a game (securing retailers, garnering media coverage, hype and general PR, etc.). This is quite different from most publisher/developer deals, which are more like 30%/developer, 60% publisher — if the developer is lucky. However, publishers usually fund much of the development, something that Id takes care of by itself.

Within this financial framework, protection of their intellectual property rights is an important factor to Id. As evidenced by Carmack's address at QuakeCon, protecting the code from exploitation that can damage their retail sales is vital to the company. This is particularly interesting now, as rival developer Valve announced that mod makers for *Half-Life* could sell their creations and profit from them. These two diametrically opposed view-

points both have their merits and it will be interesting to see if any mod programming groups planning *Quake III*-based add-ons jump ship for the promise of earning the greenbacks by working with the *Half-Life* code.

Id's concern over protecting its potential sales is entirely understandable when Hollenshead guesstimates ("based on anecdotal evidence") that there's roughly a 50% piracy rate of their products. And with *Quake II* being pirated around the world, that estimate heads towards 80%. That's a staggering amount of cash being whipped from Id's pockets in warez-land. Germany is a particularly virulent market for pirates, since the game (due to its violent content) is not readily available — but with a rabid fan base, the country's stipulations drive gamers to piracy as the only means to get the game.

Hollenshead reluctantly admits that there's little specifically that the company can do to prevent piracy. Concepts such as requiring the CD remain in the drive to play the game have been scratched on the grounds that most gamers would rather throw in their favorite Nine Inch Nails, Metallica, Marilyn Manson, or Ricky Martin (why, oh why!) CD and frag to that. Currently, different technologies are being considered that prevent CD to CD copying, with the understanding that if any measure stamps out the estimated 80% of "casual" piracy, the remaining hardcore 20% isn't going to do the company irreparable damage.

Of course, all the PCXL readers who've read this far needn't worry about the pirating issue since you'll all be buying your own copy of the game as soon as it hits shelves. Isn't that right?

NEXT MONTH

Find out what happens in the final stages of development. PCXL keeps its head low, popping up only for the juiciest tidbits of information on the final tally of levels, weapons, skins, models, and fine tuning, as *Quake III Arena* enters the home straight.



Raven demonstrated some new levels for their Q3 game, *Star Trek Voyager: Elite Force*.



SEE DICK PLAY! SEE DICK WIN!



JANE LIKES DICK!

JOIN THE HEAT'S COLLEGIATE INTERNET GAMING LEAGUE

Win cash prizes! Impress the girls! Experience real multi-player gaming competition! And do it for FREE! Join HEAT'S Collegiate Internet Gaming League! It's everything a college gamer needs!

Collegiate Internet Gaming League

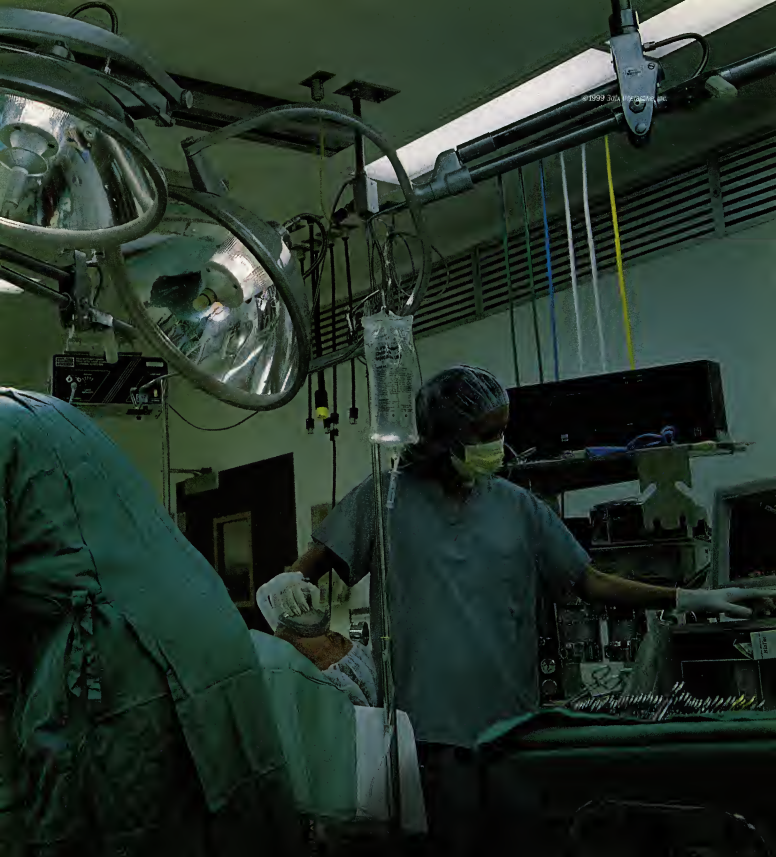


FREE to Join. FREE to Play.
www.heatcig.net

© 1998 SigSoft Networks, Inc. All rights reserved. CIGL, HEAT, HEATNET and the HEAT logo are all trademarks of SigSoft Networks, Inc.

In your professional opinion,
would a leg blown off by, say, a plasma gun
have a similar texture?





Our 3D graphics accelerator performs over 100 billion operations a second, allowing us to render something like a mangled fibula with the utmost realism. (If it looks like oatmeal, then that's the way it's gonna look.) Our chip is compatible with a gazillion games and software applications, so why not upgrade your computer with a 3dfx Voodoo3[®] board, or make sure it's built into your next one.



For more information, check out our website at www.3dfx.com. **So powerful, it's kind of ridiculous.**

Go to <http://pcxl.ign.com/gaming411>: Product Number 10

**In real life, Lara Croft would beat
the living !@#?% out of you for
looking at her like that.**



**GET MORE BANG
FOR YOUR BUCK!
CHECK OUT OUR
FREQUENT BUYER
PROGRAM!**

**Real life sucks:
Go to GameDealer.com**

GAMEDEALER.COM

Get Hooked Up. For Less.

**251 Park Avenue South, New York, NY 10010
1-800-610-2614**

Go to <http://pcxl.ign.com/gaming411>: Product Number 112

©1999 UGO Networks, Inc. All rights reserved. GameDealer is a registered trademark of UGO Networks, Inc.
Tomb Raider, Lara Croft and her likeness are the property of Core Design and Eidos Interactive.



3Dfx shows off Voodoo4

But are they giving Voodoo3 owners
the shaft?

Just a few short days before 3Dfx's release of the Voodoo3 3500 — the first Voodoo3 graphics accelerator more powerful than a Voodoo2/SLI combo — the company was already touting the virtues of its next generation graphics card to the gaming press. While console systems generally enjoy a shelf-life averaging three to four years (Atari and Sega are the exceptions), PC gamers have reluctantly gotten used to the idea that each generation of 3D card has about one year of life before something better comes along. At least, until now.

Although not officially named or announced, it's a safe bet that

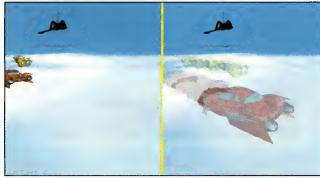
3Dfx's next card will be called the Voodoo4. Based on the strength of the brand, 3Dfx acknowledged that the Voodoo name isn't one they'll be giving up anytime soon. (Just promise us there won't be a Voodoo4 or Extreme Voodoo.)

But even without a formal announcement (though one should be made by the time you read this), 3Dfx was more than happy to show off the technology behind their upcoming 32-bit color board. Demonstrated via emulation on eight (yes, that's eight) Voodoo2 boards running in SLI mode, the new T-Buffer engine (the T comes from Vice President and Chief Technical Officer, Gary Tarolli) is a collection of hardware-

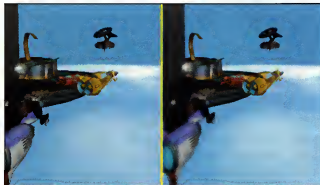
rendered cinematic effects designed to close the gap between movies and the PC. It's reasonable to expect that you'd have to wait until sometime next year to buy 3Dfx's successor to the Voodoo3. After all, the much-touted 3500 was just released, right? Well, you would also be dead wrong.

The Voodoo4 will be released Fall '99, just in time for Christmas. That gives brand new 3500 owners only three or four months to enjoy technology's cutting edge before the dark shadow of obsolescence overtakes them. While we won't debate 3Dfx's wisdom in releasing successive generations of technology so close together (we'll leave that to our First Person section on p. 132), we will put it into a more tangible perspective ...

Imagine for a moment that 3Dfx is ... oh, say ... the old TV series "Three's Company." The Voodoo2 board is Suzanne Sommers. Just stay with us here, we'll make a point eventually.) After Suzanne was pushed off the show, Jennilee Harrison (or the Voodoo3) replaced her and was not much of an improvement. But less than a season later, Jennilee was sent packing by the prettier, sexier Priscilla Barnes (aka Voodoo4). Now, did we really give Jennilee a chance? Probably not — and that's exactly what gamers who recently paid \$250 for a new Voodoo3 will think when they find a prettier, sexier Voodoo4 on store shelves come fall.



Motion blurring makes a big difference in how this scene looks. Whether that's a cool effect or an annoying distraction from the action is still to be determined.



The picture on the left does not have anti-aliasing or depth of field enabled, while the picture on the right does. Notice how the stairstepping on the wall disappears and your attention is diverted to the background in the second picture.

NEW STUFF

REALTIME FULL-SCENE ANTI-ALIASING

In all previous hardware accelerators, anti-aliasing (the smoothing of rough edges that causes "stairstepping" or "jaggies" in your game environments) is achieved using software drivers and hacks. Because of the high CPU overhead of running those extra programs, frametimes inevitably suffer to the point where anti-aliasing games run like slideshows. However, with the T-Buffer engine, the process is transferred to the new hardware, keeping frametimes at an estimated 60fps. But what really gave us a collective stiffy is that this new feature will be fully backward-compatible with all Glide, Direct3D, and OpenGL accelerated games on the market. So, that old copy of *Jagged Lines 3D* may not look like a whole new game, but it will look substantially better.

MOTION BLUR

If we could pick one new feature destined for rampant overuse — like the omnipresent lens flare in space combat games — it would have to be temporal anti-aliasing, otherwise known as motion blur. The T-Buffer creates the illusion of fluid movement by generating a series of blurred after-images that follow an object as it moves across the screen. While the demo we saw was intentionally exaggerated to make the feature stand out, the effect can also be used subtly to produce natural movements. Then again, as we recall how subtlety often takes a backseat to gloss in the games biz, to paraphrase Han Solo, we "have a bad feeling about this."

DEPTH OF FIELD

Movies create a depth of field by blurring everything except the focal point of the camera. For example, an object in the foreground may be in sharp focus, but when the action suddenly switches to the background, that object will blur as our attention shifts to the new focal point. Most games, however, don't give visual cues like this to draw a player's attention from one section of the screen to another. This new feature will allow game designers to act like a movie director, shifting the player's visual focus in realtime. Initially, our reaction is that Depth of Field will be used mostly in cut-scenes or adventure games rather than fast-paced first-person shooters, but only time (and designer's imaginations) will tell.

SOFT SHADOWS/ REFLECTANCE BLUR

If you've ever noticed that most shadows and reflections in games are unnaturally sharp-edged, then you'll appreciate what the T-Buffer engine can do. In real life (for those who have one), shadows aren't black carbon copies of an image, but softened, stretched out images. Likewise, reflections aren't sharp reproductions, but increasingly blurred the farther an object is away from a reflective surface. This feature allows these same photo-realistic details to be used in games, making your gaming experience more cinematic and "real."



GET IN CONTROL

With a slew of PC games making a gamepad more appealing (especially in the sports arena) we grabbed a few current options, along with an upgraded Saitek joystick, and ran them through the PCXL ringer.

CH Products USB Gamepad

PRICE → \$30
WEBSITE → www.chproducts.com
BUNDLE → None



The Microsoft Sidewinder series has become the Elvis Presley of game peripherals — often imitated, but few come close to matching the original, thrust for pelvic thrust. Take CH Products' own version of the Sidewinder Gamepad, a Batarang-shaped USB option sold in black or transparent versions. Cased in smooth, unyielding plastic that feels like it's made to withstand bullets, the

gamepad's pseudo-ergonomic design is still nowhere near as comfortable or as intuitive as the good ol' Sidewinder.

While the button layout has changed (four on the front and four on top) and the control is okay, the CH gamepad doesn't bring anything new to the table, not even a somewhat lower price (the Sidewinder also retails around \$30). So why bother? Stick with the Sidewinder.

RATING 5

+ Pluses

→ Clear casing is cool... if you're 12

- Minuses

- Casing is too smooth, too hard
- Like a bad "covers" band...
- Familiar, but unsatisfying

Logitech Wingman Gamepad Extreme

PRICE → \$39
WEBSITE → www.logitech.com
BUNDLE → Star Wars: Rogue Squadron
Elite Missions (three levels)



By far the most overused word of 1999, the "extreme" in the Wingman Gamepad Extreme refers to tilt-sensor technology. It makes you want to swig a Mountain Dew, doesn't it? Okay, not really, but while this added feature works fine, we just can't find anything that exciting (or extreme) about it.

As a test, we played a racing game by steering with the D-pad

and then by tilting the controller. Consistently, we got better scores by just using the D-pad — mainly because tilting gamepads have no fixed base, which encourages over-tilting. This gamepad is a pure Sidewinder clone except the buttons and D-pad are a little farther north, making it difficult to hit the top buttons. If you must have a tilt-sensor pad, this one works well. But otherwise, we recommend the un-extreme version.

RATING 5

+ Pluses

- Comfortable
- Tilt sensor technology

- Minuses

- Requires a steady hand
- Buttons and pad spaced too far up

Saitek Cyborg 3D USB

PRICE → \$74.95 (\$69.95 for non-USB)
WEBSITE → www.saitek.com
BUNDLE → None



In our review of the Cyborg 2000 (July '99), we knocked it for only having a paltry four buttons, even though the stick itself rated well. Heeding our call, Saitek sent us their new Cyborg 3D, a USB stick virtually identical to the 2000 except with four additional buttons

on the front of the base and a rotating handle. The Cyborg series is customizable, allowing you to swivel the head, adjust the palm rest, and even switch the side of the throttle handle. Combine that with a cool look, good handling, and the four additional buttons and you have one terrific stick. Our beef? At \$74.95, the Cyborg 3D is over \$40 more expensive than the 2000. Nice try, but do extra buttons really cost \$10 each?

RATING 8

+ Pluses

- Southpaw friendly
- Twist handle and extra buttons
- Customizable

- Minuses

- Pricey
- Twice the cost of the Cyborg 2000

Saitek P120 Action Pad

PRICE → \$9.99
WEBSITE → www.saitek.com
BUNDLE → None



The P120 Action pad is an innocuous little pad with a gimmick — it has a removable joystick handle. Obviously designed for gamers who do a lot of thumb-wrestling with their pads, the P120 can be used as a standard gamepad or, by fitting the handle into the D-pad, used as an "action" pad for furious digit-abusing like you'd experience playing a fighting game. That's all

well and good, until you consider that there just aren't that many fighting games for the PC, and even fewer worth buying.

While the little joystick doohickey looks kinda cool, the P120 is just an ordinary, yet very inexpensive, six-button gamepad shaped like a Stealth Fighter. For the die-hard fighting game aficionado, or the budget-minded gamer (read: Cheap and/or unemployed), this one's okay.

RATING 6

+ Pluses

- Has a removable joystick
- Handle locks into pad when not in use

- Minuses

- Back buttons feel cheap
- Do you need a removable joystick?

3dfx Voodoo 3 3500 TV AGP 16MB

PRICE → \$249.99

WEBSITE → www.3dfx.com

BUNDLE → Full version of *Unreal*,
VideoStudio, WinOVO

QUAKE II → 82.3 fps (800 x 600)
62.7 fps (1024 x 768)

3DMARK → 3132

Honestly, this was the one we were waiting for. After teasing us with the Voodoo3 2000 and 3000, the latest in high-end 3Dfx cards is finally here. Worth the wait? Yes and no. Yes, because the card certainly flies, is feature-packed and possibly the best performing accelerator currently on the market, and NO, because the Voodoo3 is just around the corner.

The 16MB version of the 3500 we tested posted the usual impressive results when running Glide games like *Quake II*. Indeed, it eclipsed all the other cards we ran through our test system in the 3Dmark-assessment of D3D performance (including the high-end TNT2 with 32-bit color support), making this the current card of choice for most power users.

Running at 183MHz and processing 366 MegaTexels per second,

the 3500 packs some serious heat — and we don't just mean in poly-pushing power. After just 20 minutes the chip was like a hot plate. Though it is possible to overclock the speed (to around 212MHz), it voids the warranty, spawns a system warning about the dangers, and could melt the chip if you cook it without the most powerful fan you can find.

Installation of the 3500 is a little more complex than single cards, due to the TV output IO controller connector. This thick, blue, bubble-ended cord allows you to hook up your cable TV and speakers to allow very clear TV pictures through your monitor. The simple software package that powers it allows you to set the card to send the TV signal to a TV screen rather than the monitor, and also offers a familiar remote control software pack to make the usual volume and channel changes. Setting

up this part of the card can be daunting, and there's virtually nothing in the way of printed documentation. While the HTML-based instructions are reasonably complete, and explain all the features, including setting the radio tuner, there should have been printed docs to cover the basics.

Then again, this is a card that's going to appeal to high-end gamers. If you're 3D card-less and are craving the best that 3Dfx currently offers, this is certainly it. But if you're already running a Voodoo2 or TNT card, stick with it until the next real generation arrives later this fall.

RATING

Pluses

- Blazing Glide speed
- TV Out support

Minuses

- Expensive
- Short shelf life



Microsoft SideWinder Dual Strike USB Controller

PRICE → \$49.95

WEBSITE → www.microsoft.com/hardware

BUNDLE → None



Those software-emulator dealers are already out there aiming to turn your PC into a \$2000 PlayStation, so why not have a controller to complete the transmogrification? Indeed, the Dual Strike Controller looks like some bad-ass, monsterized Dark-Side version of a PSX controller with some major pituitary difficulties. Then you pick it up, and — AUUUUGH! It's broken! Or did it move by itself? Oh, wait... It's "supposed" to move like that!

The right-hand grip is ball-socket mount, allowing for movement on two axes. It feels weird, and it's intended primarily for first-person shooters of the *Quake/Half-Life* ilk.

Included with the software is a 75-second AVI of a *Half-Life* session, with an active overlay illustrating sample function setups for the Dual Strike's seven buttons, two triggers, free-motion arm, and rocker pad. A note of caution: While the rocker pad facilitates special motion such as strafing (it's a breeze with the Dual Strike), beware the "lazy thumb" syndrome, wherein the natural grip of your hand may drag the rocker pad slightly to the left. The pad is sensitive, and if you tend to

spread your hands a little, you may find your onscreen persona sideslipping and that's bad news.

Between its organic lines and the fact that you can play PC games while leaning back in your chair, the Dual Strike is one of the most comfortable controllers we've used. So comfortable that it's easy to forget that first-person shooters are not meant to played in a laid back, casual state. Laid back, casual warriors die.

RATING

Pluses

- Wraparound forefinger triggers
- Left-side analog rocker pad

Minuses

- Non-ambidextrous
- Left side X/Y buttons a little too close together

SEE DICK
PLAY WITH JANE!

SEE JANE
PLAY WITH DICK!



SEE JANE
BLOW DICK
AWAY!

JOIN NOW!
HEAT'S COLLEGIATE INTERNET
GAMING LEAGUE

Win cash prizes! Impress the girls! Experience real multi-player gaming competition! And do it for FREE! Join HEAT's Collegiate Internet Gaming League! It's everything a college gamer needs!

Collegiate Internet Gaming League



FREE to Join. FREE to Play.
www.heatcigl.net

© 1998 Microsoft Networks, Inc. All rights reserved. 3Dfx, Voodoo 3, and the Voodoo logo are trademarks of 3Dfx Networks, Inc.

THE GREAT 3D CARD HEADACHE

Where do you go now?

Three Voodoo3 options, several TNT2 variants, a highly-touted Matrox possibility, and the lingering potential of Savage4 — what's a gamer to do? How do you decide what's your best video card option? Listen to the PCXL experts, of course.

Apologies in advance for throwing you a math equation here. We certainly don't mean to create any cerebral challenge, but with the latest range of video cards all offering excellent features, effects and performance, the decision on what should power your games collection has become increasingly confusing. In the spirit of throwing a veil of darkness on an already cloudy topic, you need to consider three factors:

- X = CARD YOU CURRENTLY HAVE IN YOUR SYSTEM
- Y = BUDGET AVAILABLE FOR VIDEO CARD
- Z = GAME-TYPES YOU PLAY

(X/Y) * Z



THE REASONING → Of course, the card you currently have is the primary factor on whether you should be shopping for new hardware. That's to be balanced against the types of games you play and can be categorized in broad terms. If Quake engine-based games (or any primarily supporting OpenGL) are among your favorites, then Voodoo is going to be your card of choice. For Direct3D games, a Matrox G400 Max is probably the best bet, but you'll suffer lackluster OpenGL performance. For the well-rounded gamer, experiencing all types, shapes, and formats of games, the TNT2 is the PCXL pick.

The Results

Naturally, this is gibberish (not unusual for PCXL), since TNT1 doesn't divide by \$100, for example. But you get the drift, right? So, using the PCXL Geometric Algorithm Calculator, we elicited the following scientifically-proven facts. Now you can buy the best card for your buck, safe in the knowledge that you're backed by a highly-scientific approach. Mix and match your options, budget, and game preferences along these lines and you can't go wrong.

CARD → None

BUDGET → Less than \$100
OPTIONS → Using your existing 2D card, adding a Voodoo2 for around \$80 or less is a valid budget option. Importantly, should you decide to upgrade at a later stage to a TNT1, the Voodoo2 will still be useful for the OpenGL/Glide-based games. In fact, the TNT1 is another option, since even the 16MB AGP version can be found for under \$100.

CARD → 2D+Voodoo2/TNT1
BUDGET → \$150

OPTIONS → By the time you read this, a 32MB AGP TNT2 is likely to be in this budget range (if you shop around). The greatest benefit over your existing setup is 32-bit color support (for the likes of Quake III and others on the horizon). It's the natural successor for TNT1 owners, but if you're a big fan of Quake II (and related games), the Voodoo3 power is still likely to score you better framerates.

Another option is the Voodoo3 3000 which, at press time, is available for around \$180, with a \$30 rebate on offer from the fine folks at 3Dfx (likely an incentive to clear inventory before they make the cards obsolete with the holiday release of the Voodoo4). This board sparked in our testing conditions, not surprisingly posting the best Quake III scores, and also exceeding some basic TNT2 options (though not the higher RAM speed Ultras) in our brutal Direct3D tests.

CARD → Voodoo3/TNT2

BUDGET → \$200
OPTIONS → With either of these two cards powering your system you're certainly sitting pretty for the time being. The Voodoo3's well-documented 16-bit color restriction is the primary reason for steering clear at the moment (and also the looming fourth generation coming soon), but that's balanced against its superior OpenGL performance over the solid, reliable TNT2. What's not been mentioned thus far is the excellent Matrox



G400 Max. Sporting the best image quality of all the cards we tested, it also posted the best Direct3D performance, then tripped at the final hurdle with chronically disappointing OpenGL support.

At around \$180, this card is still an excellent investment — especially if some of the games on your "plan to buy" list include those that support some of its funky features such as the environment bump mapping. Another factor to consider is whether TV Out support or Dual Head (for two monitors) gets you excited.



CARD → Any

BUDGET → Money no object
OPTIONS → How about this — get a Matrox G400 Max complete with its dual-head option (so you can connect it to two monitors), 32MB 4X AGP support, and potential eye candy of the bump mapping (it makes water effects ripple superbly, among other things). Now, give your games the OpenGL boost they need with the Quantum Obsidian X24 (dual Voodoo2 SLI configuration on one board). At \$180 for the G400 Max and a whopping \$350 for the Quantum3D, this setup proves that you're really serious about your gaming needs.

A more moderate option is the newly-released Voodoo3 3500 TV. At \$250, its OpenGL performance matches the Voodoo2 SLI configuration and it also boasts decent Direct3D support. Alternatively, a

high-end TNT2 Ultra such as the Hercules Dynamite (also \$250) will give you the 32-bit color support the Voodoo3 can't.



Take yer pick

It's a jungle out there right now. We didn't even touch on the Guillemot Xentor 16MB TNT2, which is likely to be just under \$100 by the time you read this. And we completely ignored the Savage4 cards, since the only game of note to support its excellent S3TC technology is the yet-to-be-released Unreal Tournament. Even the budget price can't get us to recommend that one.

But carefully assess your options following these guidelines and we can guarantee that they're not going to go too far wrong in the graphical quality gleaming from your monitor. The basic fact of the matter is that you really can't go wrong with any of the aforementioned chipsets.

The TNT2, G400, and Voodoo3 all deliver great performance at reasonable prices. However with the Voodoo 4 and TNT3 coming out this Christmas, it may make more sense to wait. If you have at least a Voodoo2 in your system, then there is really no need to pick up a Voodoo3 or TNT2, just hold out until December and get the best of the new (read about Voodoo4 on page 47 and hear about TNT3 next PCXL).

We apologize for the confusion and wish we could give you a definitive winner, but as the marketplace gets more crowded with quality chipsets, the decision on what to buy is solely based on personal preferences. We've armed you with the information, now YOU have to go out and make the decision.

Hell hath no fury like a rig with **ATI RAGE FURY PRO**



- Power up your rig with ATI's new RAGE FURY PRO
- Experience hell-raising true color gaming (16.7 million colors!) with up to 32MB of memory, an ATI RAGE128 PRO graphics engine and full AGP 2X/4X support
- Watch full-frame rate, full-screen DVD or MPEG-2 movies with hardware DVD playback
- RAGE FURY PRO also features optional video-in and video-out or digital flat panel support
- Visit ati.com and find out more about all the new features and performance of RAGE FURY PRO



THE
POWER
OF SPEED



Visit ati.com

© Copyright 1999, ATI Technologies Inc. ATI and ATI RAGE FURY PRO are trademarks and/or registered trademarks of ATI Technologies Inc. All other company and/or product names are trademarks and/or registered trademarks of their respective manufacturers.

HIGH-PERFORMANCE GAMING MACHINES



"Bottom Line: If you've got the money to spend this is the gaming system to own." -PC Gamer



"Performance was simply stunning!" -Computer Gaming World



"Fast, Packed, and Stacked!" -Boot Magazine



www.gamespy.com



All major credit cards accepted.

13398 Southwest 128th Street Miami, Florida 33186

toll free: 1 (800) 494-3382

WWW.ALIENWARE.COM

Custom build your Dream Machine at www.alienware.com

PERFORMANCE

- Highest quality name brand components available
- 200+ point quality checklist
- Personalized technical manual with benchmarks
- Systems do not ship unless Alienware's high benchmark standards are met
- Each system is custom hand-built, no automated assembly lines
- All systems are optimized and tweaked for the best game performance
- Alienware's custom Everglide gaming mousepad

VALUE

- 100% 30-day satisfaction guaranteed or your money back
- No labor charges for hardware upgrades
- Installation and optimization of your favorite games
- www.hivennetwork.com - A comprehensive gaming news site and free online playing arena sponsored by Alienware
- All systems include multiplayer software such as Gamespy
- Customize your dream machine with the latest components via our secure online ordering configurator

MONITORS

17" Viewsonic V73 26dp add:	\$295.00
17" Viewsonic G73 26dp add:	\$325.00
19" Viewsonic V95 26dp add:	\$425.00
19" Viewsonic PS790 25dp add:	\$550.00
21" Viewsonic P810 25dp add:	\$875.00
21" Viewsonic P815 25dp add:	\$975.00

Now Featuring:



World's fastest x86 Processor

AREA51

AMD Athlon 600MHz x86 w/512K Processor
High-Performance Heatsink/Fan Cooling
AMD 750 Chipset Motherboard w/5 PCI Slots
256MB SDRAM (PC-100)
Floppy Drive 1.44MB
IBM Deskstar 22GXP 22GB (7200 RPM)
Nvidia TNT2 Ultra w/32MB TV-Out AGP
Aureal Vortex II Super-Quad Sound Card
Altec Lansing ADA 880 (Dolby-Digital)
Speaker/Subwoofer System
6X DVD Player 3rd Generation
Omega Internal ZIP Drive 250MB
ATX Full-Tower Case w/300 Watt Power Supply
KoolMaxx Video Cooling System
104-Enhanced Keyboard
Microsoft IntelliMouse PS/2
Microsoft Windows '98 SE Operating System
Free installation & configuration of favorite games & optimal drivers

PRICE: \$3,099.00

THE GREY

Intel Pentium Celeron 500MHz Processor
High-Performance Heatsink/Fan Cooling
Intel 440BX Motherboard w/5 PCI Slots
64MB SDRAM (PC-100)
Floppy Drive 1.44MB
8.4GB Ultra DMA Hard Drive
3DFX Voodoo III w/16MB 2X AGP
Aureal Vortex II Super-Quad Sound Card
Creative Labs SB20 Speaker System
40X CD-ROM Player
ATX Mid-Tower Case w/235 Watt Power Supply
104-Enhanced Keyboard
Microsoft IntelliMouse PS/2
V.90 56K Fax/Modem
Microsoft Windows '98 SE Operating System
Free installation & configuration of favorite games & optimal drivers

PRICE: \$999.00

HIVE-MIND

Intel Pentium III 600MHz SSE Processor
High-Performance Dual Heatsink/Fan Cooling
Intel 440BX Motherboard w/5 PCI Slots
128MB SDRAM (PC-100)
Floppy Drive 1.44MB
IBM Deskstar 14GXP 14.4GB (7200 RPM)
Nvidia TNT2 Ultra w/32MB TV-Out AGP
Aureal Vortex II Super-Quad Sound Card
Altec Lansing ACS 54 Gaming
Speaker/Subwoofer System
50X CD-ROM Player
ATX Full-Tower Case w/300 Watt Power Supply
KoolMaxx Video Cooling System
104-Enhanced Keyboard
Microsoft IntelliMouse PS/2
US Robotics V.90 56K Fax/Modem
Microsoft Sidewinder Precision Pro
Microsoft Windows '98 SE Operating System
Free installation & configuration of favorite games & optimal drivers

PRICE: \$1,999.00

THE GREY

LANDINGS

HIVE-MIND

ENCOUNTERS

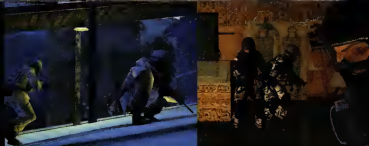
AREA-51

SIGHTING

Tom Clancy's
RAINBOW SIX
ROGUE SPEAR

www.redstorm.com

MISSED ME?



Go to <http://pcxl.ign.com/gaming411>: Product Number 106

msn Gaming
ZONE
PLAY IT ON ZONE.COM



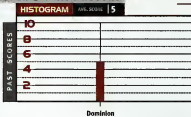
Team Rainbow is back in full force. *Rogue Spear*, the sequel to PC Gamer's 1998 Action Game of the Year, immerses you even deeper in the explosive action of an elite multinational strike force.

Rogue Spear feels so real, you'll be yelling 'Tango Down!' in your sleep for weeks. And the multiplayer action is to die for. Remember, when stalking the enemy: Walk softly but strike like a thunderbolt. You only have one shot to save the world.

- * NEW REPLAY FEATURE
- * NEW MISSION EDITOR
- * FULL SNIPER SUPPORT
- * EIGHTEEN NEW MISSIONS
- * JOYSTICK SUPPORT
- * TERRORISTS MORE REALISTIC AND LETHAL THAN EVER



DEVELOPER'S TRACK RECORD



Anachronox

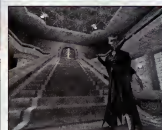
Ion Storm doesn't always deserve to be ridiculed

Now that it's pretty much conventional wisdom that *Daikatana's* gonna blow, what do we have to look forward to from Ion Storm? Well, there's Warren Spector's *Unreal*-based *Deus Ex*, and then there's *Anachronox*. Pitched to the world a couple of years ago, the premise of a console-style RPG melding with the *Quake II* engine psyched people up with some creative and detailed level design. It was definitely a pretty enticing concept if you've ever been sucked in by those crackfired Square games like *FFVII* (which Eidos also brought to the PC, possibly as a market tester for the big investment in Tom Hall's pet project).

The way creator Tom Hall and his team are talking about the game now, some two years later, indicates that they're staying true to themselves. Word. They've got



As you know, every diabolical scheme I've ever hatched has been thwarted by Austin Powers ... And why is that, ladies and gentlemen?

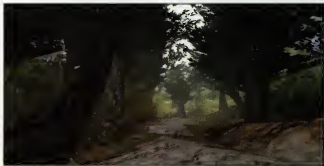


the sci-fi storyline taken right from the console games — complete with secret alien technology from a long-dead alien race. "From a small-change bodyguard job, the game quickly expands into a huge galactic mystery spanning 12 planets and three dimensions. You guard a guy on his way to a planet. That planet promptly splits in half, and you're pretty sure something's up," explains Hall.

Anachronox has quirky character design, complete with the down-on-his-luck hero and the strong female sidekick. It's also got extremely detailed levels, again one of the game's strong points, with over 100 locations at last count. Not only that, the standard RPG gameplay elements like party combat, stat building, and exploration/interaction with NPCs have been faithfully duplicated.

It's in these gameplay elements

that the team uses the Square games to draw most of their influence. So, Tom Hall, tell us what makes them so great.... "Square's RPGs are brilliant. The magic systems are fun and the story is engaging and epic. They know more than other RPG creators that they are dealing with a 50-hour interactive form, in which you can tell a whole lot of story. ▶ p. 58



Because you never kill him when you get the chance and you're a dope?

FIVE QUESTIONS

TOM HALL, ANACHRONOX PROJECT DIRECTOR ANSWERED THE INSIGHTFUL FIVE QUESTIONS.

Q: What's it like working next to the *Daikatana* team?

A: Well, in a way it sucks, 'cause you go over there and see cool new stuff and you want to play it, but if you do, you won't get your game done, oh, and Romero's music echoes into my office.

Q: How would you describe this game for someone who's never heard of it?

A: It's a 3D, third-person sci-fi RPG. It's *Chrano Trigger*/Final Fantasy VII meets *Blade Runner* meets *Half-Life* meets *Hitchhiker's Guide* meets Joe Block.

Q: Favorite '80s coming-of-age movie?

A: *Raging Bull*.

Q: What kind of cool graphical buzzwords have you added to the *Quake II* engine?

A: We've got 24-bit color, 8-bits of translucency, fog, built-in scripting language, APE, skeletal animation, levels of detail, particle effects, and lots of other stuff.

Q: Why am I surrounded by idiots?

A: He who says he is surrounded by idiots, finds himself in hall of mirrors.

INFO BOX

DEVELOPER → Ion Storm
PUBLISHER → Eidos
RELEASE DATE → "When it's done"
3D SUPPORT → OpenGL, DirectX9

INTEREST GAUGE



THE HYPE

Console RPG design plus the *Quake II* engine from game makers with a track record — for not finishing games.

THE HURDLE

The Ion Storm track record, delays, and the possibility that this game may not find an audience.

THE HIT

It's still a long way off, but the care and precision taken over the story line should make for compelling gameplay.

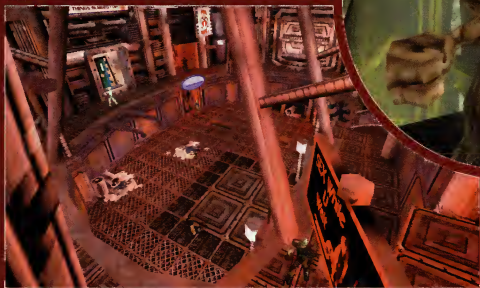


Anachronox Gallery



You can see that the graphics look measurably better than *QII*, the game on which it was based. Among the improvements: 24-bit color, 8 bits of translucency, fog, skeletal animation, levels of detail, and particle effects. "I don't know what you're talking about, but it's making me horny, baby!"





Anachronox's approximately 100 levels range in size from a room to "the hugest level we can make" (according to Project Director Tom Hall). The choice to go third-person was because "It allows you to take in the whole scene, and to relate to the character." Yeah, baby, yeah!



<http://www.gcd.com>

PC ACCEL RATOR

July/Aug 1999

Notice the billboard → The future doesn't seem so bad now does it?

BUTTS OF GAMING

The advent of third-person perspective has meant many hours staring at characters' asses, thereby putting more importance on butts with personality. How well do you know your gaming dairy-aires? Take the test.



- A. MDK (spandex-clad butt)
 B. Lara Croft (English butt)
 C. Shadow Man (undead butt)
 D. Gia (nice ass)
 E. Heretic II (elf butt)
 F. Space Bunnies Must Die (trailer trash butt)
 G. Outcast (voxelicious butt)
 H. John Romero (the butt of our jokes)

► P. 55 How amazing is it to play a video game where characters are sitting around a campfire, talking about regret — and you care?

That party system should give the combat some tactical depth other than just "point and shoot." Expect to see some combination attacks whereby two or more characters do a special extra ass-kicking attack (à la *Chrono Trigger*). Also, expect to be able to rotate seven members in and out of a playable group of three. And, expect to see "the odd special weapon in a first-person shooter," suggested Hall.

Now for the bit about the graphics. *Anachronox* (a play on



You're not quite evil enough. You're semi-evil. You're quasi-evil. You're the margarine of evil. You're the Diet Coke of evil. Just one calorie, not evil enough.

"anachronism" meaning "something not of its time") uses some engine called *Quake II*, made by some tiny developer in Bumf—k, Texas. But, like *Heretic II*, the game is strictly third-person. Why third-person? "It allows you to take in the whole scene, and to relate to the character. If you want to tell the story through a character, go third-person," says Hall.

Besides the usual slew of graphical improvements, the game also integrates its own scripting language that allows mini-games to be inserted without having to get out of the engine. It's called APE (*Anachronox Programming Environment*), and so far a maze game and a *Golaxion* clone have been created. Actually, they plan on having a contest to



see who can come up with the best APE game, and the winner will be included in *Anachronox*. The APE language will be part of the demo — to what extent it will have on gameplay is unknown.

One thing definitely worth mentioning is that there will be no multiplayer out of the box — with the promise of a level pack/deathmatch add-on to come. "I have some cool ideas for multiplayer, and I don't want to tack on an 'okay' deathmatch to *Anachronox*. It wouldn't live up to it," says Hall.

The way the game is structured it doesn't seem to lend itself much to multiplayer anyway — the Square games aren't known for their open-endedness, much less their multiplayer. But hey, *Chrono Trigger* was a notable exception with its multiple endings, and branching paths, so uh ... hey, all you console RPG fans out there, get excited!

— ED LEE *actually seemed enthused about this game. Lost time that happened? Send in your answers on a postcard*



Dr. Evil, wouldn't it be easier to use your knowledge of the future to play the stock market? We could literally make trillions!

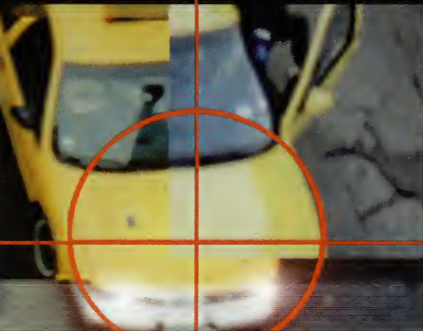


Why make trillions when we could make ... billions?

GRAND THEFT AUTO IS BACK

GTA2

RESPECT IS EVERYTHING.



WWW.GTA2.COM

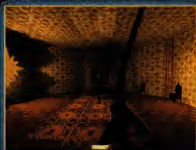


PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings logo is a trademark of the Motion Picture Association of America. Digital Software is a trademark of the Digital Software Group. The GTA logo is a trademark of Rockstar Games. All rights reserved.

Go to <http://pcx1.ign.com/gaming411>: Product Number 122

FEATURING 3 ALL-NEW MISSIONS

Discover why thousands of gamers worldwide are silently sneaking through the darkness. Journey through night, as Garrett, a master thief, cloaked in the darkness of a sinister medieval realm where shadows are your only ally, trust is not an option, and confrontation can bring very grim results. **Thief Gold** takes you beyond the smash stealth hit, **Thief: The Dark Project**. With three treacherous new missions and fine-tuned gameplay, Thief Gold delivers breathtaking new levels of stalking, stealing and survival!



Sneak through the gambling den in the Thieves Guild.



▲ *Beware stepping into the light of the Sun Room.*



▼ *A stealthy entrance is necessary to prevent alerting the guards.*



THIEF GOLD™

Thief Gold © Looking Glass Studios 1999. Thief and the Looking Glass logo are trademarks of Looking Glass Studios. Eidos Interactive is a registered trademark of Eidos, Plc. © 1999 Eidos. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other marks are property of their respective owners.

EIDOS
INTERACTIVE®

www.eidos.com

EXCLUSIVE COLLECTORS' EDITION

Sneak through the darkness & silence the enemy



LOOKING
GLASS
STUDIOS

www.lglass.com

3dfx

www.3dfx.com



Go to <http://pcx1.ign.com/gaming411>: Product Number 25

THIEF CAPTURES TOP RATINGS



PREVIOUSLY ON VAMPIRE

Our first look at *Vampire* highlighted Nihilistic's adoption of White Wolf's prolific World of Darkness setting, specifically their license of the OCA. Radiant level-editing tool. In this second look, we're going to examine the combat and multiplayer elements, as Nihilistic promises to break new ground in multiplayer RPGs.

Vampire: The Masquerade

This game sucks (the most obvious strapline in the world)

With this being our October issue, and the resurgence of interest in all things supernatural (*Blair Witch*, et al), it's a perfect time to take another look at what's going on with Nihilistic's *Vampire*. On the surface it looks like yet another third-person action/RPG, but it's no cliché (honest!) to say there's a whole lot more to it than that. It's a game that combines a traditional party-based RPG with the storytelling opportunities that come from making your main characters vampires. And these bloodsuckers aren't just cookie-cutter hellspawn — they're backed up by literally hundreds of pages of powers, organizations, and history from White Wolf's *Vampire: The Masquerade* pen and paper RPG. As a vampire, you are driven by the need to feed on the blood of

others, which will give the game a sense of urgency as you keep an eye on your "blood-o-meter" (not the official name). Also, you'll want to get indoors as soon as the sun pops up in the east. Along with learning the ropes, there's a lot of fighting to do. Vampire hunters, monsters, evil vampires, and werewolves all want a little, so it's a good thing you have some other vampires watching your back. All hailing from different clans (groups of vampires with their own ideologies and powers), your teammates will add a lot of tactical depth to the "action RPG"-style clicking combat.

First off, you've got vampiric powers called "disciplines" that range from combat powers to manipulation and stealth. These disciplines include "obfuscation," which will let you get recon on your enemies or give you time to heroically run away. "Presence" will strike fear in your enemies, causing them to drop their weapons as they heroically run away. "Celerity" allows for bursts of supernatural speed in movement and attacks, and "Protean" allows the character to change form into a wolf or a gaseous mist — like, whoa.

Secondly, there are clan-specific powers. Ray Gresko, *Vampire's*

lead designer, explains, "Pink, a modern day Brujah clan vampire can turn his hands into gigantic feral claws and move in for some of the ol' slice-and-dice. Meanwhile, the Cappadocian clan member may choose to reanimate a dead corpse to attack with its lifeless limbs. The Nosferatu will fade out of sight and appear only long enough to pull a struggling enemy into a dark corner. And don't forget Lily, the beautiful Toreador clan vampire who can mesmerize an enemy into a lovesick trance and then do as she pleases."

Finally, there are your weapons, because what's an RPG without

INFO BOX

DEVELOPER → Nihilistic
PUBLISHER → Activision
RELEASE DATE → Q3 '99
API SUPPORT → Direct3D

INTEREST GAUGE



THE HYPE

Third-person RPG action/adventure with a great license, and it's the first game by some of the people who created *Jedi Knight* for LucasArts.

THE HURDLE

Finding an audience outside of devotees of the pen and paper game is an obstacle to overcome.

THE HIT

A system that truly recreates the dynamic interaction of a pen and paper roleplaying game is the holy grail of RPGs. Nihilistic may have cracked it. Oh yes, I wanna play this.



I'm gonna be naughty ... I'm gonna be a naughty vampire god!

FIVE QUESTIONS

RAY GRESKO, PRESIDENT OF NIHILISTIC, BRAVED OUR INCISIVE PROBING (THAT JUST SOUNDS WRONG).

Q: What's worse... the blue screen of death or the black screen of nothingness?

A: Actually, the crash I hate the worst is the one that resets your video resolution, and crunches all your desktop icons into the upper left corner — gah!

Q: I hear you have to fend off vampire hunters. Will *Blade* or *Buffy* make cameo appearances?

A: In the *World of Darkness*, *Blade* would never exist, and *Buffy* would be fleshcrafted into a nice ornamental lamp before she could make it to homeroom.

Q: What games are being played around the office right now?

A: I don't know really, since everyone's monitor is facing away from me. Although I do hear a lot of yelling about "frogfoks" and frequent requests like "Have you seen my corpse?"

Q: What's your favorite vampire movie?

A: *Wall Street*.

Q: Would you care for a Hot Pocket?

A: Thanks, but I'm on that new "Red Vines and Surge" diet.

BUFFY: CAREER SLAYER

Vampires remind us of *Buffy* (usually naked, but that's beside the point). Sarah proved she was "the shit" when she won an Emmy and then smartly ditched soaps, but her career has had its ups and downs.

1988 → Appears in *Funny Farm* with Chevy Chase

1989 → "Girl Talk" T.V. show with Punky Brewster

1993 → Plays Kendall on "All My Children." Wins Emmy, plases off Susan Lucci

1997 → Lands title role on "Buffy"

1997 → Appears in *I Know What Your Breasts Did Last Summer*, dies

1997 → Appears in *Scream 2*, dies

1999 → *Simply Irresistible* proves to be anything but... wait for it... *Simply Irresistible*

1999 → *Cruel Intentions* aka "The Lesbian Kiss" ... pant, drool, pant



WITHIN THE ONLY GOOD SCENE IN CRUEL INTENTIONS



"Turn in your damn preview!" (That's Ed in the helmet.)

'em? Crossbows, stakeguns, battleaxes, and brass knuckles are all at your disposal. With a crossbow, you have a chance of "staking" a vampire, rendering it immobile. Fire is also a powerful weapon against the undead, so expect to see phosphorous grenades that explode into flame among the modern day weapons (your medieval vampire awakens in modern times). Also in the mix are Vampire artifacts such as a blade that sucks blood from its victims.

The other side of the coin is that it takes a massive amount of physical damage to kill a vampire. So, a shotgun blast to the stomach won't slow one down much. "It's much more visceral in this sense, and since the Kindred have the use of enhanced physical and mental powers, everything runs at a higher notch," explains Gresko.

The intensity of all this combat could really get upped a notch further in the multiplayer side. You can go through the single-player game with your friends, or play custom scenarios built yourself through an included editor. That's pretty much what you might

expect. What you might not expect is that a player can assume a kind of "Dungeon Master" role and take over a scenario. Gresko says, "This person has all the capabilities that a tabletop 'DM' has, in terms of speaking for NPCs, adjusting the environment, controlling enemies, and doling out experience at the end of a scene."

Calling this "online moderated roleplaying," Gresko says that another advantage is that the Storyteller can communicate with each player individually. This allows for specific info to be given to a player without the other players knowing. Then, that player



Some mother—ker's always tryin' to ice skate uphill!


can roleplay the scenario accordingly. "Players have the advantage of a great visual aide (the game itself) and an engine that takes care of any rules that might get in the way of them actually playing their roles." All the locations in the game can be swapped around and linked, so the team feels that there are just as many people out there that are chomping at the bit to create narratives and "interactive fiction experiences" as there are creating things like new levels or mods.

This new feature is something that (to the best of our knowledge) hasn't been attempted yet, and we see this adding a lot of depth to the multiplayer RPG feature found in games like *Baldur's Gate* and *Diablo*. Keep us posted, because I think they're on to something here.

— ED LEE's plot to get out of writing bio lines not only continues, but has expanded to include headlines and folio fillers, too



BE YOUR



CONTROL WHERE YOU WANT TO GO AND WHAT MISSIONS YOU WILL FLY - DEVELOP ALLIES AND ENEMIES AS YOU MAKE CRUCIAL DECISIONS THAT WILL IMPACT THE OUTCOMES OF THE GAME



EXPERIENCE FURIOUS SPACE-FIGHTER COMBAT WITH INNOVATIVE NEW WEAPONS INCLUDING RAIL-GUNS, BLAST TORPEDOES, REMOTE DETONATION MINES AND "WEAPONS OF LAST RESORT"



CUSTOMIZE, UPGRADE AND FLY UP TO 10 DISTINCT FIGHTERS - EACH WITH ITS OWN COCKPIT AND UNIQUE COMBAT CHARACTERISTICS



EXPLORE A VAST UNIVERSE COMPOSED OF 7 DIVERSE REGIONS

ACTUAL GAME IMAGES

FLY COOPERATIVELY WITH OTHER MERCENARIES
OR GO HEAD-TO-HEAD AGAINST OVER **120**
OTHER PILOTS VIA NOVAWORLD
ALSO FEATURING **VOICE-OVER-NET™**

NOVALOGIC

©1999 RealAge, Inc. RealAge and the NovaLogic logo are registered trademarks and logos. The NovaLogic logo is a registered trademark of RealAge, Inc.

OWN BOSS



YOU'RE JAKE LOGAN, INTERGALACTIC BAD-ASS AND ONE OF THE BEST MERCENARY PILOTS IN THE SOL SYSTEM. FRAMED BY A POWERFUL MEGA-CORPORATION AND BANISHED TO THE LAWLESS FRINGE OF COLONIZED SPACE, YOU'VE GOT TO REBUILD YOUR SHIP AND YOUR LIFE BY THE ONLY MEANS YOU KNOW HOW - AS A GUN-FOR-HIRE. GET READY FOR THE MOST INTENSE SPACE-COMBAT ADVENTURE EVER CREATED.

TACHYON™

T H E F R I N G E™

Go to <http://pcx1.ign.com/gaming411>: Product Number 37

Download the demo at www.novalogic.com

Trademarks of Novalogic, Inc. All other trademarks are property of their respective companies.

Image of product. Internet service required. Player responsible for all applicable internet law. Novalogic reserves the right to change the terms of service at anytime.



PREPARE.



CRUSADERS OF MIGHT AND MAGIC™

The action is fierce. The world is Might and Magic®.

Coming soon to your PC.

Go to <http://pcxi.ign.com/gaming411>: Product Number 83



NEW WORLD COMPUTING™

PC
CD-ROM

© 1999 The 3DO Company. All Rights Reserved. Crusaders of Might and Magic, Might and Magic, New World Computing, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners. New World Computing is a division of The 3DO Company.

3DO™

www.mightandmagic.com

DEVELOPER'S TRACK RECORD

HISTOGRAM

PAST SCORES

10
9
8
7
6
5
4
3
2
1

WHO ARE THEY?

French developers' reputations have been tarnished by several dreadful products. Producer David Cage is acutely aware of this, and is ensuring that everyone hears about Omikron's gameplay potential. This group has been together in a smoky Parisian office for two years, putting the final touches on this, their first project.

Omikron: The Nomad Soul

Where the women are hot and sexy, and I can take them over!

The adventure game isn't dead, in case you've been wondering. It's just merged itself with third-person action games. *Outcast* has broached new ground in depth for this genre, and now another French-made game is about to go a step further. *Omikron: The Nomad Soul* is an ambitiously large and impressive science fiction journey.

Amidst a haze of these third-person action-adventures, *Omikron* has plenty of original aspects that should set it apart from illustrious competition like the aforementioned *Outcast*, the surprisingly entertaining *Shadow Man*, *Nocturne*, and others. Not least of these features is a soundtrack and guest appearance by the original strange sci-fi rocker, David Bowie. Fortunately, the freaky *Omikron*

story is as strong as the hot marketing bullet-points like new technology features and a huge star name attachment. Unlike conventional adventures where you start with a character and pursue his alter-ego's goals and needs, here the titular *Nomad Soul* concept is an important, even vital element of what you are and how you progress through the game.

This soul of yours can take over denizens of the sprawling, vibrant *Boderunner*-esque city of *Omikron*, literally overthrowing their lives — but you're not occupying them for their benefit. Starting out as a cop whose partner has just been killed, it's easy to get misled. This cop has a beautiful wife, a great apartment (*Total Recall*, anyone?), and co-workers who hate him and view him with

suspicion. He's trying to solve a mystery, too. But this character is really just a primer for adjusting to the strange world of *Omikron*.

If and when you bite it, you end up taking over another body. Or, alternatively, you can take over someone else without dying (it's called "resurrecting to another character"). There are around 40 different characters to possess, each distinguishable from the otherwise bland civilian population by their notably more creative dress and look. Once you've taken over a new character, you can't switch back to a previous one. And while each character has its own story, you soon discover that they're merely tools for your own more important mission. That mission: Defeat the evil demons after both you and the city.

Technically, *Omikron* is looking pretty impressive. Imagine the gritty dark urban jungle of *Syndicate* Wors from a street-level perspective, and you have some idea of how the place looks, or at least, the first section of it (locations diversify as you uncover more of the plot). Traffic whizzes by, pedestrians scurry about, and taxi drivers are still incredibly unfit for the road.

Combat is constantly being tweaked through the continuing development cycle, and consists of hand-to-hand martial arts sequences (similar to console-style fighting games), and first-person shooting episodes. The two are not interchangeable however, and as of now, once you get into a fight, no matter how hard you try, you can't escape. In our pre-release build, the shoot-out elements featured scripted enemy movements that really didn't work well. Past that, there are a lot of branching conversations ► p. 69



INFO BOX

DEVELOPER → Quantic Dreams
PUBLISHER → Eidos Interactive
RELEASE DATE → Nov.-mbir 1999
API SUPPORT → Direct 3D

INTEREST GAUGE



THE HYPE

Taking over bodies in a dark, cyberpunk future with demons after your Nomad ass. Cool. Plus, babes galore!

THE HURDLE

It's been a long time in the making, and constant tweaking of the combat system also means they haven't quite gotten it yet. It's questionable if they ever will.

THE HIT

The storyline and expansive gameplay are really interesting and likely to be enough for many to want to play it.

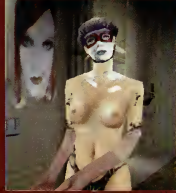
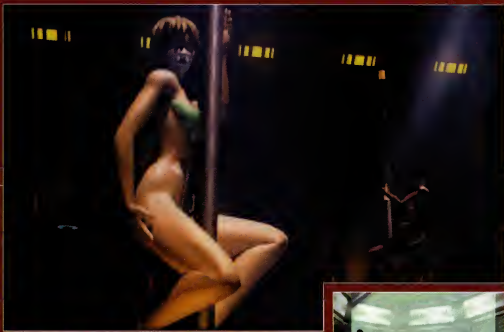


"POW!" says the bad-ass. Most demons could use a good, swift, kick in the head just like this.



Omikron Gallery

"I'm your private dancer, do what you want me to do..." Any game that features a red light district, the attendant strip bars, and affable "dancers" gets props from everyone here at PCXL.



(Above) The scripted enemy movement tries to create a cinematic effect to the combat, but misses the mark by not being fluid enough. Likewise, a decent console-style beat 'em up has yet to be done well on the PC. And before you complain, you need to talk to the girl (left) in the game. If this scares you ...

FIVE QUESTIONS

WE STUCK PHILIP CAMPBELL, SENIOR DESIGNER OF OMIKRON, WITH STICKS AND NEEDLES UNTIL HE DID SOME SOUL SEARCHING AND DECIDED TO ANSWER OUR QUESTIONS.

Q: What's it like to work with Bowie?

A: We tried the usual Publisher's thing ... get him in for a couple of photos for the box, license a few old songs to slap into the worldwide marketing campaign, but David was having none of that. We ended up with a totally original soundtrack, gaming's craziest virtual concerts, tons of motion-captured dialogue, AND the world's most beautiful wife.

Q: Are the women in the game indicative of what French women look like?

A: All physical and facial movement was collected under extreme lab conditions, from the real-life posturing of suitable French "fillies." Interestingly, it took to minutes for a team of two to complete the motion-capture sessions for Camir, the dirty old mechanic, whereas the motion-captured gyrations of Anissa the table-dancer took at least two weeks of intensive study by all 35 of the team.

Q: Do the people who can receive a new soul have their own in-depth past?

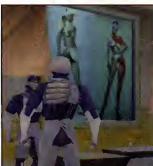
A: All the "incarnables" (about 40) have different attributes, backstories, and professions ... some have their own apartments, some have vast riches, and others may harbor the explosive Mega-Zooka, or tickets to a subversive concert performance. Kay'l, the starting character, has the most detailed previous life. Still, you may take Imané's back to her apartment to admire her record collection, or drive wildly through the Red Light district as Slider Pilot Dalmé.

Q: Give us the lowdown on the locales of Omikron city.

A: Omikron actually consists of four huge zones, each having a unique personality such as Qualisair, the red-light district, or Lahoreh, the virtual Venice of the upper class. Under the Dome, the dreamy, misty canals of Lahoreh are only a short walk away from the tight, quasi-Arabic streets of Jaunpur or the grungy rooftops of Anekba.

Q: In the future, will all women really wear such little clothing? When will this occur? I'd like for it to be soon.

A: You'll be very happy to know, then, that Omikron is in fact set in the NEAR future. So, indulge yourself, we don't mind what you wear, who you enter, or when you cross that bridge. You might even "find yourself," in a kind of "Buddhist with guns" way.



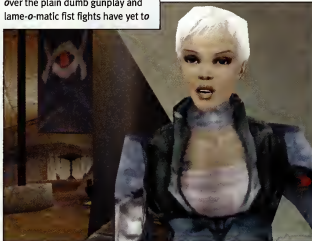
These two dweebs should sure like to take over this chick's body.

◀ p. 67 to explore, and puzzles that require not only seeking out and using items, but also taking over other bodies who are more adept at using them.

Gearing up to be a five-CD soul trip-fest, *Omikron* has been a long time in the making. Initial concerns over the plain dumb gunplay and lame-o-matic fist fights have yet to

be eased. With it nearly done we'll defer judgement on whether it's worth giving your body up for. ▶

— JASON D'APRILE went out of his way to take screen shots of the tapple dancers in the game. Does that make him a bad person?



"Hush, Hush! Keep it down, now! Voices carry ..."



Game character or P.R. rep?



This is also where the PCXL staff hangs out after hours.

HALF-NAKED LIFE

Nudity in video games: Is it a good thing? Is it a bad thing? Who are we to judge? Who cares? Do you want us to just shut up and get to showing you polygonal naughty bits?

OMIKRON

JUST WHO'S NEKKID

→ We couldn't tell you, but if she lost the face mask, she might actually turn out to be quite the little hottie

REACTION → Not

exactly not aroused

GIANTS

JUST WHO'S NEKKID

→ O.lphi, the aquatic nude nymph

REACTION → Aroused, but she's gonna have to do something about those glowing red eyes of hers

DIABLO 2

JUST WHO'S NEKKID

→ J.adariel, the psycho, six-armed demon-bitch and her hangers-on, the d-monst-as

REACTION → Strangely excited and yet somewhat fright-in:d

CUSTER'S

REVENGE

JUST WHO'S NEKKID

→ The poor, d:graded Native-American woman as well as the puny, pie-eated, pucker-popper, Custer him:lf

REACTION → Oh, those beautiful be:stlessness. I must have them!

TOMB RAIDER

JUST WHO'S NEKKID

→ Thanks to the unofficial Nude Raider patch, Lara can do her spelunking through TR2, 2 and 3 without her trademark short shorts and tight tank-top

REACTION → Fully erect and ready to rock ... oh wait, she is still just a vid-o game character. Damn it!



QUAD STAR DEALERS

HUTT PUBLISHERS

456-564 XXCV VOLUME 2437

AD WITH PHOTO - RATES AVAILABLE MONTHLY AND BIWEEKLY



DOMESTICS • IMPORTS • CLASSICS AND PARTS

PC
CD



PARTS FOR
ALL MAKES
AND MODELS.
TUNING, ALL AT
LOW, LOW PRICES!

WATTO'S

-PODRACER SALVAGE-

• TRADE INS WELCOME • FOREIGN AND DOMESTIC
• OVER 80 YEARS OF EXPERIENCE • ITEMS BOUGHT AND SOLD
2340E-34 TATTOOME BLVD. TWO MILES SOUTH OF THE RACEWAY
KEY: IF WE ANY GOT IT, YOU'RE GONNA HAVE TO RACE WITHOUT IT!
SORRY NO FIVE-FINGER DISCOUNTS

345-2HL56

PODRACING
ON TV
ON THE RACEWAY

SEBILBA'S RACING

CRASH & OFFENSIVE DRIVING SCHOOL

LEARN THE "TRICKS" OF THE TRADE • OFFENSIVE DRIVING SCHOOL
567-AB-2341 • SIGN UP FOR SPECIAL SATURDAY "CRASH" COURSE

© Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. The only way to trade a Podracer is in the game.

QUAD STAR DEALERS

456-564 XXCV VOLUME 2437



HAS YOUR PODRACER
RECENTLY BEEN WRECKED,
TOTALLED OR STOLEN?
WE'VE GOT 100s OF RACERS
CONSIGNED FROM ESTATE
SALES, GOVERNMENT
AGENTS AND
"OTHER SOURCES!"

RACER TRADER

345-2HL56

GREAT
DEALS!!

THOUSANDS
OF PARTS,
PROBABLY
EVEN SOME
OF YOUR
OLD ONES.

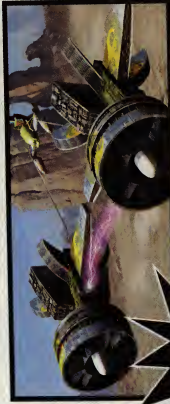
- A HUTT PUBLICATION -



MODIFIED 620C - LOW MILES. MANY EXTRAS!! OPEN COCKPIT. SLIGHT DAMAGE TO LEFT TURBINE. SERIOUS INQUIRIES ONLY. NIGHTS AND WEEKENDS 344TT6-56



V-71 RIDGE PIRANHA - 12 SPD, QUAD-TURBO, LOADED BLK LTHR INTERIOR - MINT, ALARM, CONSIDER THIS YOUR CLUE, DON'T MISS OUT. 7867LSK-76



PLUG-2 BEHEMOTH - SUPER-CHARGED COLLOR PONDRAI LOWERED, CHERRY INTERIOR, VERY RARE!! MUST SEE R54-5678GH



PLUG-F MAMMOTH - SPLIT-X RACING ENGINES. SPOOPY (JUST LIKE U), 1 OWNER, STILL IN PERFECT SHAPE. MARKET EXTRAS, 12 SPKRS

**JUST
REDUCED**

www.starwarsracer.com

YOU'VE SEEN THE MOVIE.
YOU'VE SEEN THE MOVIE LIMPTEN TIMES,
NOW FIRE UP THE PODRACER. IN EIGHT WORLDS
ON 24 TRACKS. THERE IS NO OTHER
RACING EXPERIENCE LIKE IT.

345-2HL56



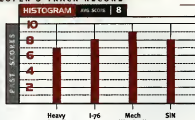
011 5671445-90



Go to <http://pext.ign.com/gaming411>: Product Number 72



DEVELOPER'S TRACK RECORD



Interstate '82

... Or if you lived through the '80s, "The Highway to Hell"

Fashion sense, music appreciation, and historical hindsight move in a cyclical motion in the good ol' U.S. of A. In 1989 the idea that anyone would get deweyed and nostalgic over 1976 was just plain silly. We still had our "What were we thinking?" attitude towards the '70s, the pain of disco still painfully fresh. Flash forward to 1996 — the '70s are hot again as GenXers paint rose-tinted spectacles on views of their childhood. Into this atmosphere came Activision's *Interstate '76*, an absolute blast of car combat action featuring characters proudly resplendent in afros and bell-bottoms. A healthy dose of atmosphere and attitude backed by dynamic action and gameplay provided a treat for the few who gave it a try.

Now it's 1999 and the sequel, *Interstate '82*, moves the game's storyline forward some six years to

the decade of skinny ties, Alex P. Keaton, Duran Duran, and a certain cowboy/actor/Republican President. *Interstate '82*'s development hasn't been trouble-free, however. Promised features such as the ability to ride a motorcycle and helicopter have been scrapped and the game's been delayed to the point where many gamers have simply forgotten about it. Then there's the decade itself — can we look back at 1982 and laugh, rather than cringe?

The story takes place in an alternate universe ... it's 1976, the U.S. and the rest of the world are in a severe depression, so bad that much of the country is in anarchy, ravaged by traveling bandits who strap heavy weaponry onto vintage muscle cars. The only people who can stand up to these bands are intrepid auto vigilantes like Groove Champion and his best friend Taurus, a poetry-spouting combination of Shaft and Linc from "The Mod Squad."

Now, in 1982, Taurus is called out of retirement by Groove's sister Skye to help rescue him and

uncover a secret government plot to funnel money to the Contras. *Interstate '82* takes the neon-hued, break-dancing, "Oh what a feeling" *Flashdance*-themed pop culture that defined the '80s and turns it into an atmospheric racing game. For example, Taurus now sports a jheri-curl neatness and wears a "Miami Vice" vintage white linen suit, pink shirt, and deck shoes with no socks. Groove and Skye embody more punk-like styles with multi-colored mohawks, zebra-striped shirts, and Ray-Bans. Best of all, the music for the game is provided by New Wave poster boys Devo.

All that atmosphere, however, is nothing without a rock-solid game to back it up, and despite the omission of various minor features from the original design doc, *I-82* looks set to deliver the goods. Really, *Interstate '82* isn't such a radical departure from the original game. Rather, the game tightens up the interface, jacks up the graphics quotient, and emphasizes the action elements. You'll also get behind the wheel of some familiar '80s vehicles, such as the General Lee, the "Knight Rider" Trans Am, and the Marty McFly DeLorean (although they won't be able to use the actual names in the game.)

INFO BOX

DEVELOPER → Activision
PUBLISHER → Activision
RELEASE DATE → Winter 1999
API SUPPORT → Direct3D

INTEREST GAUGE



THE HYPE

Return to the era of skinny ties, heavy weapons and muscle cars. The '70s are done — let's get funky with the '80s.

THE HURDLE

Recently-cut features and game delays have cooled interest in what should have been a hot property.

THE HIT

The original game was criminally overlooked by gamers. If *Interstate '82* is just more of the same — the same is pretty damn hot.



Word problem: A three-ton van hits a 220-pound man at 120 mph. How far will his head fly?



These kids today with their hula hoops and their high-powered machine guns.

FIVE QUESTIONS

I-82 PRODUCER ZACH NORMAN ANSWERED THE FURIOUS FIVE, THOUGH HE DIDN'T EXACTLY KNOW THAT HE WAS DOING IT ...

Q: Man, the '70s were cool, but those '80s sucked ass. Discuss.

A: I got so much feedback from gamers who all said, "Why are you doing the '80s? The '80s sucked!" To those people I usually say, "Well so did the '70s and look what we did with them."

Q: Okay, we believe you. So how does the decade work for this particular game setting?

A: What we've done with the '80s in this game is to take the extreme edges of the style of the time and mold them into an atmosphere that's simultaneously funny yet evocative and effective.

Q: Evidently this took a long time to get right. What's up with the delays?

A: We delayed the game to give gamers the kind of great gameplay experience they were demanding. We've got a lot to live up to.

Q: Fighting on foot is a brave new world for this game universe. Can anyone say *Quake*-clone? How will it affect the game balance?

A: Quite simple. If a pedestrian has an argument with a car, the pedestrian loses. But there are incentives built in to take out the drivers with more carefully aimed shots, rather than completely destroying a car, since you can take it over on the battlefield if it's better than yours.

Q: What's the goofiest thing you did, said, or wore in the '80s?

A: Did: Worked at McDonald's. Said: "Can I take your order?" Wore: A brown polyester uniform and a paper hat.

The game's stunning new graphics are provided by Activision's own Dark Side engine that's already debuted to critical acclaim in *Heavy Gear 2*. New settings include an incredibly well-detailed simulation of the Las Vegas Strip, multi-level sewers, parking garages, and even a top-secret Army base. You can create your own tracks fairly easily, too.

I-82 sports new weapons, countermeasures, and armor, all of which are now under the game's control with a new upgraded load-

out system. Cars are now divided into squares, similar to *Diablo*, and can carry any piece of equipment. Among the new equipment is an ECM jammer that can knock out an opponents' electronics and a carbide cutter (that little knife on the hubcap to blow out the other guys' tires). Also new is the reliance on getting out of your vehicle, adding a *Redline*-like strategy to the action. Still, we're assured that the vehicle combat focus won't be sacrificed on the alter to the *Quake*-clone gods.

'80S SLANG

If you're going to take a trip back to 1982, you'd better know the lingo. This short phrase guide should help.

PHRASE → "MINT"

DEFINITION → The very, very best
EXAMPLE → "Hey man, that new Cure album is MINT."

PHRASE → "BODACIOUS"

DEFINITION → Beautiful
EXAMPLE → "Man, that Pussycat Cates is one BODACIOUS babe."

PHRASE → "BITCHIN'"

DEFINITION → Superb
EXAMPLE → "That's a pretty BITCHIN' Camaro, dude."

PHRASE → "YUPPIE"

DEFINITION → Obsessions Baby Boomer with expensive taste
EXAMPLE → "Could someone please kill that YUPPIE in the BMW?"

Certainly, rumors of *Taurus'*

demise have been greatly exaggerated. If *Interstate '82* won't radically move the series forward, it will tighten up the gameplay and supply another dose of the style and attitude that were so effective in *Interstate '76*. Now, if I could just remember where I left my stonewashed jeans and Members Only jacket.

— ALLEN RAUSCH once appeared on MTV's "Remote Control" with a "Flock of Seagulls" haircut



Oddly enough, this was a big part of my driver's test in 1986.

HALF OPPOSING

A large, dark, mechanical vehicle, possibly a tank or a heavy-duty car, dominates the left and center of the image. It has several glowing green rectangular windows and circular vents. To the right, a character with long dark hair, wearing a black jacket and pants, is crouching on a metallic surface. The background shows a rocky, desert-like landscape under a sunset sky.

**An Entirely New Episode
for the Game of the Year**

WWW.OPPOSINGFORCE.NET

- L I F E[®]

G F O R C E[™]

Return to the Black Mesa
Research Facility as a
military specialist.

Your mission:
Eliminate Gordon Freeman.



Coming Fall 1999



© 1999 Sierra On-Line, Inc. All Rights Reserved. Half-Life is a registered trademark, and Sierra, Sierra Studios, and Opposing Force are trademarks of Sierra On-Line, Inc. Trademarks for Gearbox Software and the Gearbox logo are pending. Valve and the Valve logo are trademarks of Valve, LLC.

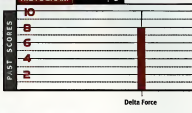
Go to <http://pcx1.ign.com/gaming411>: Product Number 43



DEVELOPER'S TRACK RECORD

HISTOGRAM

AVE SCORE 8



Delta Force 2

The last hope for gamers to get a real workout?

If you're like the PCXL staff at all, you'd probably rather sit through the entire *Riverdance* video than actually exercise. That's why we gamers need to find alternative ways of raising our pulse — ways we truly enjoy. You've probably sensed your heart racing during a particularly brutal *Quake III: Arena* deathmatch, or felt just a tiny bead of sweat on your forehead in the throes of a tense *Rainbow Six* standoff. So you know why we try to call games "exercise" — and why *Delta Force 2* offers such promise.

What NovaLogic's first effort lacked in single-player fun, it delivered in sheer multiplayer fun, with the panic and pumping adrenaline of snipers circling your encampment, and you trying to fight your way out, cursing the

whole time. The game was a nice melange of action and strategy — the perfect way to get your rocks off with *Quake*-style firefights while balancing team management and positioning beyond the *Quake* strategy of "MUST ... GET ... ROCKET ... LAUNCHER."

With *Delta Force 2* there's all the traditional sequel improvements, from new weapons and equipment to cleaner graphics and improved AI. (When has a company not said their new game was smarter?) Fortunately, NovaLogic also took the time to add features that will deliver significant advances to this tactical team-based game.

For instance, weather will be a big factor, with fog, rain, snow, and wind affecting the way you plan and play missions. A sniper's job on a foggy night will be much harder than on a sunny, perfect-for-head-popping day. Perhaps even more critical to strategy and gameplay will be buildings and surfaces that are penetrable by bullets. No longer are you safe from the prying eyes of sniping enemies just because you've gone inside. Make sure your hunker-down spot is a concrete bunker, because that grass hut won't offer much protection. Our early look at the technology highlighted how

different materials exhibit varying degrees of penetrability — depending on the shooter's distance, a bullet may go through wood, but it will definitely stop at concrete. It's a feature that promises to bring tactical fighting to a higher, more intense level. We can't wait to snipe a *PC Game* head through a door for the first time — a feat that will no doubt be repeated ad infinitum.

Knowing that multiplayer is key to the game's success, NovaLogic is also including its new Voice-Over-Net technology. With a microphone or a headset, you'll be able to bark orders or warnings instantly during

INFO BOX

DEVELOPER → NovaLogic
PUBLISHER → NovaLogic
RELEASE DATE → Fall 1999
API SUPPORT → D3D

INTEREST GAUGE



THE HYPE

NovaLogic's squad-based sequel has new missions, improved graphics, and voice technology which will allow players to chat during games.

THE HURDLE

Quite a few. It's going to be tough standing out among some high profile competitors, including *Rogue Spear* and *SWAT 3*. And, overcoming some serious framerate issues may prove to be a daunting task.

THE HIT

Judging from its success with the first game, we're confident NovaLogic can address the framerate issues with *DF2* to keep the brand's good name untarnished.



Believe your eyes, these are voxel-rendered environments, all without the aid of a 3D accelerator. The game's new missions will send players inside and out, and allow them to shoot through walls.

FIVE QUESTIONS

TO GET THE SCOOP ON *DELTA FORCE 2* AND WHO'S TOUGHER — CHUCK NORRIS OR RAMBO — PCXL WENT TO ITS PRODUCER WES ECKHART.

Q: Can *Delta Force 2*'s voxel graphics hold up against all the new rendering techniques made possible by Voodoo 3 and TNTas?

A: We think they can. First, they're rendered in 32-bit color, which is not the case with Voodoo3. And 3D accelerators like the Voodoo3 and TNTa only work with polygon-based graphics — lots of flat surfaces, shaded and overlaid by flat bitmaps to create the illusion of greater detail. With voxel space graphics, every single dot that makes up an image can have its own height, so you can create terrain that's completely devoid of flat surfaces. It rises and falls naturally, just like terrain in the real world — very important for a squad-based combat game with lots of outdoor action.

Q: Were the fine *Delta Force* movies made by Chuck Norris an inspiration for the *Delta Force* games?

A: Actually, we like the new *Delta Force* movies with Ernie Hudson better. As a former Ghost Buster, he's used to kicking ass and taking names. Although Lee Marvin is my hero.

Q: How will *Delta Force 2* stand out among the other big squad-based games on the way, such as *Rogue Spear*, *Team Fortress 2*, and *SWAT 3*?

A: Gamers will probably have all of these titles in their library so they can experience the different strengths and features offered by each game. *Delta Force 2* will deliver the same addictive gameplay that fans loved in the first game.

Q: Who would win in a fight: Rambo or the entire A-Team?

A: Rambo would smoke them easily. He always hits his target, the A-Team is always missing. Unless of course, BA takes the spare parts from a 1973 Buick and creates some fearsome cannon that shoots a head of lettuce, that might give them the advantage.

Q: Do you see team play, squad-based titles as the next big trend in gaming?

A: Definitely. Online squad-based titles are booming with the help of games like *Delta Force 2*, which will allow up to 50 players per game with online services such as NovaWorld and Voice-Over-Net. Gamers enjoy challenging each other's tactics, sniping, and CQB skills (Close Quarters Battle). Online gaming with human opponents is one of the best ways to do this.



This looks like a quiet, grassy knoll ... but imagine 50 geeky gamers yelling at each other through Voice-Over-Net.

combat, pumping the drama to the level experienced by LAN players sitting in different parts of their office. Something tells us though, that the feature will communicate more swearing than actual game tactics and orders. Imagine a game with 50 players (the number NovaLogic claims the final game will support) and four teams, with dozens of people talking smack at once. Cover your ears, gentle souls.

NovaLogic's trademark voxel (volumetric pixels) graphics are back for *DF2*, and despite Voodoo3/TNT naysayers, the game's graphics remain very sharp. NovaLogic is calling this iteration of the engine Voxel Space 32, and will finally include Direct3D support out of the box, for those with AGP video cards. Though it lacks the high-shine, filtered look of Glide games (and NovaLogic confirmed that they wouldn't incorporate the anti-aliasing techniques that radically smoothed *Outcast*'s voxelated terrain), voxels allow the developers to create huge outdoor environments. The 3D nature of voxels

also offers several advantages for a team-based game, allowing programmers and artists to create in true 3D the perfect hiding and sneaking areas, like fields of tall grass and rocky crags and crevices. The only knock on the voxel engine so far is speed, as early looks at *Delta Force 2* demonstrated some fairly chunky framerates. While release is still a way off to be sure, it's a problem that desperately needs addressing — most gamers won't explore the game's cool new features if it's chugging along at a paltry 15fps.

Still, with the laundry list of new toys (an underwater pistol and rifle, time-delay grenades, tracers on some weapons, and a field surveillance video camera among others) and new voice and gameplay innovations, *DF2* should heat up the battle among squad games. At least we hope so. We really need the exercise.

— MIKE MORRISSEY is the notional spokesman for *Jane Fonda's Workout*



One of the game's most promising missions has you either jumping into a hot zone or picking paratroopers from the air. With D3D support, at least poly-based buildings will look smoother.

CHUCKS OF NOTE

Inspired by the tender Chuck Norris *Delta Force* movies of the '80s, PCXL contemplates other Chucks who have touched our lives in special ways



CHUCK L. CHEESE



CHUCK NORRIS



CHUCK CUNNINGHAM



CHUCK O'CONNELL

CHUCK E. CHEESE
KNOWN FOR: Being a seven-foot-tall mouse who loves video games, bad pizza, and juke bands
INSPIRATION FOR: Convincing our parents it was normal to pay for our video games

CHUCK NORRIS
KNOWN FOR: Talking kids in the back room for a quick game of "Wack the Mole"

CHUCKY
KNOWN FOR: Terrorizing scores of bad actors, despite the fact that he's a one-foot-tall doll
INSPIRATION FOR: Teaching us oodles of swear words

CHUCK CUNNINGHAM
KNOWN FOR: Ditching alimony payments to the *Cabbage Patch* doll he married and divorced in August, 1986

CHUCK O'CONNELL
KNOWN FOR: Appearing on three episodes of "Happy Days"

INSPIRATION FOR: Being able to get out of the 5-min-a-beat *The Fonz* became a pathetic '70s cult ph. nomenon
ARRESTED FOR: Loving Joanie ... just not in the good way Chuchi did

CHUCK OSBORN
KNOWN FOR: PCXL editor, and a bit of a scumbag with police in a Lincoln, Nebraska clock tower
INSPIRATION FOR: His ability to get to work before 8:00 a.m., despite not having a car
ARRESTED FOR: Making harassing calls to Kathy Lio Gifford, claiming he was her son God's "longtime companion"



The **MECHWARRIOR 3**
MELTDOWN Tournament
is gonna rock!

Choose your lancemate wisely,
because they're the only one
watching your back. And nobody
knows who will be left standing
once the smoke clears.

The **LARGEST** on-line
tournament to ever hit
THE ZONE.

Over
\$100,000⁰⁰

worth of
salvage including:

FOUR
HARLEY DAVIDSON®
Fatboy® MOTORCYCLES



Sign up before
10.18.99

For registration, contest rules
and regulations, go to:

WWW.MECHWARRIOR3.COM
or
WWW.ZONE.COM

*Actual model: FLSTF Fatboy

'Mechs, Mo



FASA
CORPORATION

msn Gaming
ZONE

Microsoft

ZIPPER
INTERACTIVE



MICROPROSE

© 1999 Hasbro Interactive, Inc. All Rights Reserved. MicroProse is a trademark of Hasbro or its affiliate. BattleTech Material © 1999 FASA Corporation. MechWarrior, BattleTech, BattleMech, and Mech are trademarks or registered trademarks of FASA Corporation and Microsoft Corporation. All Rights Reserved. Used under license. All other trademarks are the property of their respective holders.

torcycles and Mayhem!



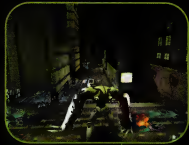
MECH WARRIOR 3 MELTDOWN

Go to <http://pcxl.ign.com/gaming/441> or visit Number 99

Let the battle begin!



"You couldn't ask for more"
-Computer Gaming World



SLAVE ZERO



"Absolutely Amazing"
-PC Games

"Best of E3"
-GameSpot



"A Real Innovation"
-Next-Generation



DOWNLOAD THE NEW DEMO

WWW.SZDEMO.COM

Go to <http://pcx1.ign.com/gaming411>: Product Number 118

Available this November

**3rd person
action
at its best!**

Slave Zero™ is a trademark of Infogrames North America, Inc. © 1999 All Rights Reserved

REVIEWS

The Room ... It's ... Growing ... Darker

Just as PC games have an unnerving fascination with post-apocalyptic futures ("In the game you control Mittens, a fluffy kitten that must fight through post-nuclear New York using only her wits and a scratching post"), suddenly game makers are rapt by darkness. This month, PCXL looks at no less than three games shining from the light, with *Dungeon Keeper 2*, *Darkstone*, and *Shadow Man* all brought into the harsh light of day that is the PCXL review. Considering the copious amounts of ass in some games these days, it's understandable that developers would try to make things as dim as possible. It's much easier to crank down the dimmer switch than to actually spend time honing the textures and tweaking the engine. Fear not, PCXL will wage against the dying light, turning the high beams of scrutiny on these scurrying bugs, letting you know if you can game with the lights off.



WHAT THE NUMBERS MEAN

The brightest star in the gaming galaxy. Like the Enterprise high beams bounced off Patrick Stewart's forehead

10

Classically brilliant, the light of a million hippies holding candles, singing songs, and selling Coca-Cola

9

Your favorite flashlight, an indispensable illuminator you'd never give up, but with a few flaws — like batteries

8

Dusk on a summer night, perfect for enjoying the moment, but not bright enough to consider a classic

7

Brighter than most of the ink spot games on the market, and shiny enough to pull itself above average

6

Las Vegas at night. It's glowing and downright bright in some spots, but dark and scary in many others

5

A flash bulb that blinds you into thinking it's good, followed by the stars and swirlies that define "ass"

4

Like Flock of Seagulls: A single flash, followed by darkness, drugs, alcohol, and dwarf-tossing

3

That penlight you use on a camping trip, but it certainly won't protect you against the Blair Witch

2

The darkest recesses of your mind couldn't imagine anything this horrific. Keep it locked in a dark closet

1

KILLER GAME

Any game that receives a 9 or 10 from our rigorous scoring system warrants this tiny logo. If you see the PC ACCELERATOR Killer Game stamp, you know it's a game worth buying. Only the true classics deserve this elite status, so don't expect to see this symbol often.



SUICIDE

If we've got to create a stamp for the truly great, then it's only fair to label the unforgivable shit as well. It takes an abominable score of 1 or 2 to qualify for the noose around the neck. Heed our warning: Stay away from these games at all costs.



LIGHT GAMES

These are games so bright, we shield our eyes from their goodness, the ones that illuminate our favorite bars after last call, allowing us to see what that girl we were talking to all night really looks like

SYSTEM SHOCK 2

Publisher: EA
Developer: Looking Glass
Rating: 9
How good is it? An atmospheric action-style RPG with graphics that aren't state-of-the-art, but a storyline that creeps you out and pulls you through the game

SHADOW MAN

Publisher: Acclaim
Developer: Iguana
Rating: 8
How good is it? A gorgeous game with terrific gameplay elements and an excellent story. It almost changes our mind about comic book licenses

DUNGEON KEEPER 2

Publisher: EA
Developer: Bullfrog
Rating: 7
How good is it? An excellent sequel with killer graphics and beautiful effects, a perfect go-your-own-way game design

FALLOUT 2

Publisher: Interplay
Developer: Black Isle Studio
Rating: 9
How good is it? One of the best bright spots for interplay in the last year, *Fallout 2* puts the roleplay back into RPG

LITE GAMES

Games that are the equivalent of Diet Coke. Obese "Fast Food" potato chips, and most horrible of all, light (or Lite) beer. Stay away from these losers, and enjoy life a little

SKYDIVE!

Publisher: Electronic Arts
Developer: Ganzo Games
Rating: 1
How bad is it? This game deserves its own Hall of Ass. Gameplay? Jump out of a plane, fall to the ground. Boring, bad bunk. One of the worst we've ever seen.

GULF WAR

Publisher: 3DO
Developer: 3DO
Rating: 5
How bad is it? Though the explosions are pretty, this too-short, too-easy action tank game isn't worth much more than Saddam's pathetic Republican Guard

CORSAIRS

Publisher: Microids
Developer: Microids
Rating: 4
How bad is it? A real-time strategy game with no multiplayer and AI controlling the smarts of an *Odyssey 2* console

TEST DRIVE OFF-ROAD 2

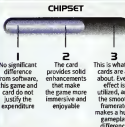
Publisher: Accolade
Developer: Accolade
Rating: 4
How bad is it? Is this boring? Watching cars drive in circles on TV is more exciting than this game

ACCELE-RATED >>>

This additional rating provides specific information on how a game performs on a variety of competing 3D chipsets. We test games on up to four major 3D cards and report back with the true test for any 3D accelerator: how it affects the game. We base these ratings on graphic enhancements, framerates, and performance to give you a good idea of how a game will perform on your 3D card.

(Note: Performance may vary depending on the card and the setup of your system)

ACCELE-RATED



RATINGS >>>

Our rating scale is a simple 1 to 10 — no decimal points, no obscure percentages, just a straight score that gets right to the point. Before we score games, they undergo countless hours of testing on different systems, with different 3D cards — our reviewers even play the games under the influence of various narcotics. In the end we stamp a single score on the game, which is essentially a numeric value of the game's worth. We love games and always try to look on the bright side, but when a pile of steaming crap comes in, we won't hold back and allow our readers to waste their money on said crap. You can count on our reviews for honesty, insight, and maybe even a few laughs.

GRAPHICS

Rendering quality, framerates, and special effects all contribute to an immersive gaming experience.

SOUND

Visceral sound effects and appropriate music can help make a good game great.

DEPTH

How often you find yourself playing a game, and how long, are good indicators of its quality.

DESIGN

The backbone of a game is the overall vision behind it, from characters and weapons to levels and missions.

RATING



DEVELOPER → Irrational Games
PUBLISHER → Electronic Arts
REQUIRED → P200, 32MB RAM, 1GBMB hard drive, 8X CD-ROM, O3D compatible 3D accelerator card
IDEAL → PII 300, 64MB RAM, 503MB hard drive, whopping big AGP 3D card

System Shock 2

Consider it a much needed and welcome shock to your system

ACCELE-RATED

Both TNT and Voodoo cards performed admirably, but S2 is not a game to push the boundaries of graphical excellence, in typical fashion, the TNT highlighted sharper images in general, although the difference in effects was barely noticeable.

RIVA TNT 2



VOODOO 2



API SUPPORT: Direct3D

At long last, the sequel to one of PC gaming history's most under-appreciated titles has

arrived. For the many who missed the original *System Shock* (it's nearly impossible to run on non-DOS-based machines), *System Shock 2* is nothing like your usual action game. Part first-person shooter, part roleplaying adventure, it has more plot and intelligence than any other in the genre. Including — gasp — *Half-Life*.

In the original, you were a lone hacker battling an evil AI named SHODAN. This time around you're a soldier aboard humanity's first faster-than-light starship, the Von Braun. After awakening from cryogenic sleep, you find your body filled with cybernetic implants, and the Von Braun littered with dead bodies, security cameras that watch for any movement, gun turrets gone haywire and horrific monsters that creep through the hallways lusting for blood.

System Shock 2 is, first off, easily one of the most outright frightening and disturbing games around. The well-written story line advances through crew logs and ongoing voice mails, as you are tasked with making your way through the ship, discovering

the source of the horrors, and trying to find a way out. *System Shock 2*'s 3D engine isn't state of the art, but looks good, effectively conveying the sharp lines of the spacecraft, while the creatures are well animated and detailed.

Music is minimal, but effective, voice acting is top notch, sound effects are incredible, and the game reeks with suspense and atmosphere. The sheer effect of hearing a psychotic zombie lamenting his state, or maniacal cyborg midwives tending their alien eggs and spewing out evil-sounding, almost Mary Poppins-like motherly statements is chilling. You'll hesitate before opening doors, hide in shadows hoping monsters won't notice, and jump right out of your chair when one comes rampaging towards you.



(At right) Anyone who would shop at some cheap-ass outlet deserves to be treated like this.



At times like this, manly men (like us) prefer to ... run away very, very fast!

And then I caught a fish this big! Honest! And if you don't believe me, I'll eat your brains.

On top of that, searching dead bodies for new logs, items, and keycards is an important element. Crew logs hold valuable clues that often lead to pass codes and keys for opening doors to new areas. The interface is rather complex, since you have limited inventory space and must manage it carefully, but aside from that, control is typical of normal first-person shooters and easy to master.

The Von Braun is huge, and all the levels are interconnected, giving you a very real sense of being in a gigantic ship. While *System Shock 2* is definitely an action game, your character gets built up and, to some extent, created in traditional RPG fashion. Initially, you make choices about what training to focus on (weaponry, technical, or psionic), but throughout the game, you can acquire cybernetic modules that can be used to "buy" upgrades to skills and abilities. Terminal, security, and lock-hacking skills can be upgraded, as well as your ability to research unknown materials, handle new guns, gain psionic abilities, and repair and maintain weapons.

This free reign over how your character develops and what skills he specializes in gives *System Shock 2* a huge boost in playability over any other FPS. Progressing as a marine is far different than if you choose to specialize in psi powers,

and each class uses different tactics for survival. Since you start out extremely weak, *System Shock 2* is frustratingly hard for about the first third of the game.

Guns degrade rapidly for some obscure reason and jam up when their condition rating drops too low. Ammunition can be bought through vending machines, found on dead bodies, or lying around, but running out is a constant worry. Jumping is mysteriously unresponsive at times, and it's far too easy to get hung up on obstacles. Also, the cooperative multiplayer mode will only appear via a patch (which should be out now).

If you can get over the exceedingly steep learning curve of the game, you'll find the most riveting single-player action-adventure around. Even when frustrating the hell out of you, it's hard to stop playing since the game weaves such an incredibly intelligent, scary and often riveting plot, complete

with unexpected twists — with you in the middle. And, it's all supported by challenging gameplay and extremely intense action.

The real feat in *System Shock 2* is how it makes you feel like a part of its damned frightening world. And when you finally finish, you'll be hoping for a *System Shock 3*.

— JASON D'APRILE, *much like SHODAN, is everywhere and sees all. Be afraid, be very, very afraid*

SYSTEM SHOCKS

A sequel that is actually better than the original — new there's a system shock! Here's a few more shocks to the system of a typical PC/L reader.

WEB UPDATES

SHOCK VALUE → Once upon a time: www.gsd.com was updated daily, but lately our tired, on-work, d-staff updates with the regularity of a constipated old man with an insatiable appetite for cheese.

NO STAFF DEATHS

SHOCK VALUE → Ever since the beginning we've had a staff member suffer mysterious deaths or just disappear... That's what they get for wanting a raise — damn ingenuity!

ERROR-FREE ISSUES

SHOCK VALUE → This one could be deadly. We usually place 3-45 mistakes (on purpose of course) in each issue to make our readers feel smarter.

A NEW PICTURE OF GIA

SHOCK VALUE → We've pretty much used the same picture of Gia since her first issue, leading to much debate about whether our lovely and talented intern is actually real (She is, really.)



Annelid eggs hold all sorts of surprises. Most of them sickening.

GRAPHICS

Solid and atmospheric. Water effects are quite cheesy, but character animation is excellent.

SOUND

Sound effects will keep your spine chilled, voice acting is excellent, and the music is effective.

DEPTH

RPG character development in a fairly non-linear interconnected world lead to a horde of possibilities, though game progression itself is fairly linear.

DESIGN

Intense pacing, great plotting and intelligent map layouts, in addition to a great character enhancement, development system.

RATING



Pluses

- Great design, fantastic story
- RPG-style character growth
- Atmospheric, scary, involving, enthralling

Minuses

- The engine is getting old
- The learning curve is steep
- Gun jams and jumping should be more polished

YOU THINK. YOU FIGHT. YOU INTERACT.

IF YOU THINK YOU'VE

FIGURED IT ALL OUT, THINK AGAIN.

PARALLEL UNIVERSES, VIRTUAL REINCARNATION,

ZEN-LIKE ODYSSEYS. IT'S ALL NEW. IT'S ALL OMIKRON.

EMBARK ON A SPIRITUAL MISSION TO SAVE SOULS FROM THE DARK

SEDUCTION OF A DECADENT DIMENSION. ALL WITHOUT FALLING TO COUNTLESS TEMPTATIONS YOURSELF.

ADVENTURE, EXPLORATION, COMBAT AND ROLE-PLAYING. AND THAT CONTINUES EVEN AFTER YOU DIE.

OMIKRON, IS NOT JUST A GREAT GAME. IT'S AN EXPERIENCE. <CORRECTION> IT'S AN OUT-OF-BODY EXPERIENCE.

TRAVEL TO A NEW DIMENSION AT NOMADSOU.COM



Omikron Nomad Soul is a trademark of Quantic Dream S.A. © 1999 Quantic Dream S.A. EIDOS, EIDOS INTERACTIVE and EIDOS INTERACTIVE LOGO are all registered trademarks of Eidos Interactive Inc. © 1999. All rights reserved. *The ratings icon is a trademark of the Interactive Digital Software Association.

omikron

The Nomad Soul™

ONLY, IN A PARALLEL UNIVERSE.



RATING PENDING
RP
ESRB

quanticdream

EIDOS
GAMES
STORE.COM

Go to <http://pcx.ign.com/gaming411>: Product Number 116

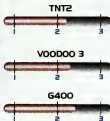
DEVELOPER → Bullfrog
PUBLISHER → Electronic Arts
REQUIRED → P166, 32MB RAM,
300MB hard drive space, 4X CD-ROM
IDEAL → P133, 128MB RAM, 3Dfx
or D3D-compatible video card, 8X CD-
ROM, 28.8 modem

Dungeon Keeper 2

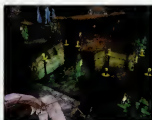
Dungeon Keeper 1.5 and a bit

ACCELE-RATED

Try to ignore the ugly software mode. Under Glide, the walls have a smooth, other-worldly quality, but the diverse colors were more vibrant on the TNT2.



API SUPPORT: Direct3D, Glide



Mom, I'm home ... home sweet evil home.



Thank goodness for *Dungeons & Dragons*™ as a cross-cultural touchstone. Even if you think the word "polyhedral" has something to do with dating several girls at once (when it actually implies the reverse), you'll see what I'm getting at when I describe *Dungeon Keeper 2* as a kind of hybrid of *D&D* and "Benny Hill." Otherwise I'd have to describe *DK2* as the Anti-RTS, a much headier concept.

In *DK2*, you omnipresently dungeon-master your own little subterranean realm, digging out the rooms and corridors as you see fit, and occasionally slapping your minions around to keep them in line. Closer to a "Version 1.5" rev of Peter Molyneux's memorable original game design, *DK2* takes the fantastically evil concept and makes it ... well, a little better.

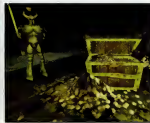
The first thing you'll notice about *DK2* is that the graphics are rich and gorgeous, with lush, isometric views of your dungeon's corridors, rooms, traps, and unfortunate employees/visitors — even when viewed in first-person (through "possession" of the various creatures). Rooms are specified to be treasure troves (to store your ill-gotten booty), hatcheries (to supply doomed but tasty chickens to your hardworking imps), casinos and fighting pits (to keep your minions happy and tough),

libraries (to research new magic spells), and torture chambers (for the sheer merry hell of it). In addition, traps provide a suitable introduction to unwelcome dogooders descending from the surface to raid your diabolical stash.

Rock-digging imps do all the grunt shovel work, and if they're not working fast enough, use your godlike omnipresence to slap them around (literally) and get a little more for your dungeon-mastering dollar. Vampires, demons, skeletons, angels, and other dark forces populating your domain each have very distinct and often funny idiosyncrasies, and with some of the best ambient game sounds currently available, half of the fun is watching and listening. As you survey your domain, a smug voiceover à la Vincent Price labels new dungeon additions and provides clues. Rarely has the setup in a strategy/sim game been so entertaining.

Problem is, the setup phase probably has more payoff in the long run than the inevitable climax of the 20 single player missions. Like many a RTS, the original *Dungeon Keeper* ended up in a mass frantic dumping of your forces on the opposition. In an effort to offset this, *DK2*'s combat system temporarily paralyzes a combatant when he/she/it is dropped into conflict. Unfortunately there are still signs of traditional RTS lore, with a rigid tech-tree order of rooms to be built.

Once the fur (and scales and bone) starts to fly, you're past most of the game's brilliance. To extend those shining, low-pressure moments of dungeon design,



Ah, sweet fluttering fairies. Now you diiiiiiiiile!

there is a pure design mode (My Pet Dungeon) wherein you lay out rooms and traps. In the end, *Dungeon Keeper 2*'s half-evil, half-goofy gameplay could be called more of the same — and this is one of the few cases where "more of the same" is as much praise as it is criticism.

— CHRIS HUDAK occasionally mixes vicodin and vodka

GRAPHICS

Some of the richest, most immersive graphics you'll find — killer lighting effects are a high point.

SOUND

Ambient effects enhance the chilling atmosphere. Mr. Price himself wouldn't have had much on the voiceovers.

DEPTH

The little character touches give the straightforward gameplay an illusion of greater depth.

DESIGN

Still a textbook example of go-your-own-way game design.

RATING 7

+ Pluses

- Beautiful graphics
- Integrated gameplay tutorials
- Improved range of game options

— Minuses

- Only a slightly improved range of options
- Selection of units is more difficult than *DK1*
- Setup is way more fun than game climax itself

"Dew eye make yew horny, baby? Yeah, baby, yeah!"

DEVELOPER → Appeal
 PUBLISHER → Infogrames
 REQUIRED → P200 MMX, 32MB RAM,
 500MB hard drive, 4X CD-ROM
 IDEAL → PII 450, 128MB RAM, 8X CD-
 ROM, EAX sound card, voxel-love

Outcast

Because not everything needs extra "hardware" to have great curves and bumps

ACCELE-RATED

This puppy is software-only, though it looks better than most 3D card required games. Voxels are the technology 3Dfx/Nvidia et al would love to see die a horrible death, and because of that, it probably will.

VIVA LA FRANCE!

Infogrames, Havas, Ubi Soft, and Visio are now (thanks to many purchases) some of the largest companies in the gaming industry — and they're French! We decided to take a look at what the French have given us thus far. We discovered that these Frenchies aren't so bad after all.

FRENCH FRIES → Mmmm ... greasy fried potato bits ... the very core of our fattening American diets and the highlight of a date with Ian Egger

FRENCH KISSING → Spit-exchanging, tongue-swallowing fun. Without it the American soap opera would have died years ago

STATUE OF LIBERTY → The very symbol of America, the lady of liberty serves as a constant reminder that the French aren't so bad after all

FRENCH TOAST → Candy corned breakfast gold — and it even counts as a meal

"FRENCHY" → This barely censored droplet was the perfect cinematic relief in the American classic *Citrate*



Cutter Slade knows that even in a harsh alien world, funky fashion sense is important.

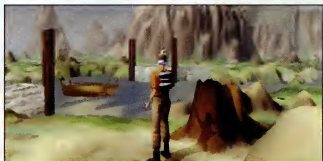
It's starting to get hard to tell all these third-person "action/adventure" games apart, but here's one that you'd be hard-pressed to mistake for anything else. More than another action game, *Outcast* is distinctively French and surprisingly different.

The most notable aspect in this heyday of 3D-accelerated graphical glitz is that it doesn't use any expensive hardware, yet still manages to be one of the most outright beautiful games available.

The voxel-based engine creates a truly stunning world, filled with incredible contoured landscapes. The buildings, towns, and characters sport a refined detail, though resolution caps out at 512x384.

Since no hardware RAM is touched, it's a processor hog. With most of the detail turned off, the swan turns into the ugly duckling. Even in high detail, characters at long range are blurred, forcing you to rely on clothing color to distinguish enemy soldiers from innocent natives. The orchestrated score, performed by the Moscow Symphony Orchestra, is exceptional, while voice acting and sound effects help bring this stylized alien world to life.

As Cutter Slade, a buff, gruff, intellectual GI Joe, you're sent to this world to save the Earth after a probe mission goes disastrously



The search for polygons and sharp edges came up empty.

wrong, but find yourself proclaimed the savior of this new land by the natives, a race called the Talons. Tyranny is rampant, and the Talons are looking for a hero. Begrudgingly, you're forced to comply, since the Talons won't help you locate your missing teammates and the probe unless you accommodate their whims.

So you're stuck wandering through a completely open world, finding resources with which to create needed supplies, and sneaking past or fighting opponents. The game's openness is impressive but imposing, and knowing what to do next and where to go can be a confusing trial and error process. The AI is very intriguing — natives remember your deeds and tell one another of your exploits; they get tired, thirsty, and hungry, and go about their daily lives.

Conversations, finding objects and natives, fighting, running to other locations, and sneaking about are the core gameplay requirements. Indeed, stealth is vital since combat is extremely difficult. Until you find a way to start weakening the soldiers (by cutting off their food supply, among other things), they are incredibly tough. This is further compounded by the way the game tends to get a little choppy during firefights and, on top of that, accurate aiming is often extremely difficult.

Stuck in an odd middle ground between true adventure gaming and third-person action, *Outcast* may have trouble finding an audi-

ence. It's a great adventure game, but less than stellar combat is bound to turn off many. Still, this is a beautiful, involving game, and amidst a sea of me-too clones, deserves to be played.

— JASON D'APRILE is something of an *outcast* himself, yet still a damn nice guy (no matter what *Rob Smith* says)

GRAPHICS

Beautiful terrain, impressive buildings, great looking characters, and incredible water effects, but distant objects are muddy.

SOUND

High quality cinematic score, solid voice acting, and great sound effects.

DEPTH

The non-linear structure, deep AI of both the natives and soldiers, and general gameplay make this a long, involving and complex game.

DESIGN

The non-linearity and difficult combat make this game tough, with ambitious design and immersive, very distinctive gameplay.

RATING

+ Pluses

- Fantastic graphics and sound
- Excellent and semi-life-like AI
- Long play life in a fascinating world

Minuses

- Combat can be very hard
- Open design = confusing progression
- High system requirements to get detail

**NICE TO SEE COPS EAT SOMETHING
besides JELLY DOUGHNUTS!**



No, you're not paranoid, man. They are out to get you. Luckily, you've come prepared with a beast of a car and the guts to run it to the redline. Watch the gap grow between you and the cops dude, as the gap between your accelerator and the floorboard disappears.

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Sega and Sega Dreamcast are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Game Boy Color is a registered trademark of Nintendo of America Inc. © 1999, 1998 Nintendo of America Inc. All rights reserved. LIGHTNING F-150 AND GT40 TRADEMARK(S) USED UNDER LICENSE FROM FORD MOTOR COMPANY. Test Drive and Infogrames are registered trademarks of Infogrames North America. Test Drive 6 © 1999 Infogrames North America. All rights reserved. Created by Pitbull Syndicate. All other trademarks and trade names are the properties of their respective owners.



TEST DRIVE[®] 6

- Over 100 vehicles
- Over 20 real-world tracks
- Multi-player racing
- Cop chase mode
- Huge Jumps



Go to <http://pcxl.ign.com/gaming411>: Product Number 86



www.TD6.com

Sega Dreamcast.

To order direct call: 1-800-245-7744

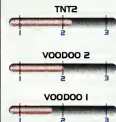
DEVELOPER → Delphine
PUBLISHER → G.O.D.
REQUIRED → P333, 32MB RAM, 315MB hard drive, AX CO-ROM, O3D- compatible card
IDEAL → P11 266, 64MB RAM, SX CD-ROM

Darkstone

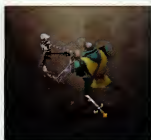
G.O.D. presents ... *Diablo II*?

ACCELE-RATED

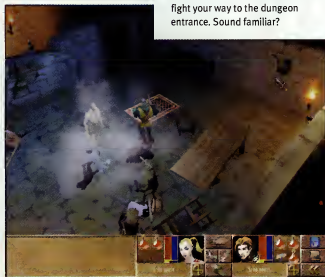
Darkstone isn't exactly a 3D clinic, but a good card will help out with some "value-added" lighting effects and pop-pushing when there are lots of enemies on screen.



API SUPPORT: Glide



Muscular heroes have been wasting animated skeletons since, well, at least *Jason and the Argonauts*.



Isn't that chick on the left the one that left *The Spice Girls*?

Didn't you just love *Diablo*? Boy, I did. And so did the corporate chiefs of every game publisher in the world, including those guys at the "creator-driven" Gathering of Developers. You just can't argue with the kind of profits a two million unit-selling title brings.

Coming to us straight from the wilds of France, Delphine Software's *Darkstone* ramps up *Diablo*-style gameplay with a snazzy 3D graphics engine. The look of the game is a delight. Character models are unique and expressive, and the scary-looking monsters are equally well-distinguished. Towns and villages are actually interesting to explore, and the painstakingly detailed work in the dungeons is excellent.

Gameplay...? Well, it's *Diablo*. Where do we even begin to draw the blatantly obvious *Diablo* comparisons? You start off in town, learning the locations of the weaponsmith, healing lady, armory, and every other place you'll need to attend to aid the development of your characters.

Then it's off through the woods, where frightening monsters swarm on you right away and you have to fight your way to the dungeon entrance. Sound familiar?



Should this game should be called *Diablostone* or *Darklo*?

Once you climb down the ladder, you're in a *Diablo* dungeon. The camera views cycle from isometric to top-down, but the action is identical — skeletons, orcs, and other assorted beasts try to drop you in your tracks while you claw your way deeper, in search of treasure and mini-quest artifacts.

There are a few new twists, such as interaction with ghosts of adventurers slain in the dungeon, but mainly you're just wasting the minions of evil with a barrage of mouse-clicks, then returning top-side when you get hungry or need to get stocked with better gear.

With a greater emphasis on magic than *Diablo*, *Darkstone* makes things quite a bit more interesting. You play with two characters at a time (from any number of options from the character creation roster), and the partnership of wizards with warriors makes for some fun, *Gauntlet*-style tag-teaming.

Like *Diablo*, the dungeons and enemies are randomly generated, supplying a ton of replay value. The problem is that you may not be around long enough to appreciate the detailed locales. Though *Darkstone* is entertaining for a while, it starts to drag after a few hours. The novelty of *Diablo* was a large factor in its addictiveness. *Darkstone* leans too heavily on *Diablo*'s crutches. Spiffy graphics and cool voice acting can't elevate this beyond "imitator."

Rabid fans who just can't wait another day for *Diablo II* will find a

lot to like in *Darkstone*. And while this game is certainly beautiful to look at, the rest of you more patient souls are advised to keep the torch burning for just a few more months.

— DANIEL MORRIS is currently auctioning his soul on eBay

GRAPHICS

Bright and appealing visuals, character models are all sharply different and interesting.

SOUND

Excellent voice acting and solid sound effects throughout.

DEPTH

A huge game, made bigger by randomized dungeons and enemies. Lots of replay value.

DESIGN

Not terribly imaginative. Pulls all the traditional elements from action RPGs and adds little more.

RATING

+ Pluses

- Huge, randomized gameworld
- Attractive graphics
- Simple interface

- Minuses

- Much-too-familiar approach to gameplay
- Combat is simplistic and gets boring quickly
- No sense of character involvement whatsoever

DEVELOPER → Microprose
 PUBLISHER → Hasbro Interactive
 REQUIRED → P333, 56MB RAM, 2X
 CD-ROM, 200MB hard drive
 IDEAL → P233, 32MB RAM

Civilization II: Test of Time

This test receives a failing score

ACCELERATED

It's not. Sorry, it's another non-accelerated game. Come on, this is Civilization, and you know it's not exactly a poly-pushing franchise.

CIVILIZATION OVER



The signs are all around, and here are a few that point to the end of civilization:



WOODSTOCK '99
 Gen Xers put over expensive refreshments, burning, raping, and throwing trumpets in the name of consumer advocacy.



SLAY TRADERS
 Dry traders, crazed by greed and avarice, start blasting their co-workers. But you wish socialism had succeeded, huh?



EGGER ENGAGED
 A woman consents to marry this psychotic, antisocial drug, institution of marriage may never recover.



EGGER ENGAGED
 A woman consents to marry this psychotic, antisocial drug, institution of marriage may never recover.



New "dark" races provide tons of murky, unplayable maps for your gaming enjoyment.

Welcome to an almost pointless exercise. *Civilization II: Test of Time* exists largely because Microprose felt the need to spit out at least one *Civ* product after winning the right to do so in a long and vicious legal battle with Activision. The result of the lawsuit: Two crappy games, one from each company. That judge must feel like King Solomon, having ripped a baby in two to placate two would-be mothers.

Luckily, Sid Meier and his Firaxis crew are now officially at work on *Civilization III* for Microprose. That's the product you should really be waiting for. If you're interested enough in the *Civ* series to be reading this review. And I give you all this backstory because it's all far more interesting and relevant than *Test of Time*.

This slightly tweaked expansion of *Civ II: Multiplayer Gold* is hard to knock on gameplay grounds, because it all unfolds much as *Civ II* did. Fundamentally, this is a classic, addictive game. From the dawn of organized society, you have to guide successive generations of a fledgling civilization through technological advancement, moral and philosophical growth, the creation and mass distribution of drugs, and many military conflicts. As your empire expands, you press outward into



The denizens of Salmonville are, predictably, a bunch of yahoos.

space — and, in a twist unique to this game's campaign, eventually turn right back and come home to good ol' Earth.

To assuage the calls that this is only a slight enhancement of a several-year-old title, the designers have thrown in a few new loops. Gameplay now includes two "multi-levels" of expansion, one above and one below the traditional face of the Earth. So now you can develop your empire underwater and in the skies, or tunnel underground. This creates some interesting strategies like burrowing assaults, but in itself isn't worth the price of admission if you already own *Civ II*. A fantasy and science-fiction campaign lend some new threads to the experience, but they're yawns if you've seen the many SCN mods already available for *Civ II* (and, depressingly, incompatible with *Test of Time*).

The biggest problem with *Test of Time* is the woeful state of its graphics. It literally looks as if the game has made a step backward visually from the original *Civ II*. The sprites are harder to see, while the terrain is murkier and blotchier. The diplomatic interface screens look as dead as the ambassadors playing their trade. It all looks so old.

The essential gameplay is rock-solid, and makes a bad review of *Test of Time* a difficult proposition.

But there's not enough new in this package to warrant the price. And with *Civ III* on the horizon, it's best to just stick it out.

— DANIEL MORRIS is pretty un-civilized himself

GRAPHICS

Darker and murkier than the original; frankly, it just looks dated.

SOUND

Expect the usual *Civ*-type scrapes and trumpets, otherwise nothing to get excited about.

DEPTH

It's got the foundation of *Civ II*, making it a classic of deep strategy. But the addition of multi-dimensional levels doesn't add a whole lot.

DESIGN

Just a few timid steps beyond the design document of *Civ II: Multiplayer Gold*. Buy *Multiplayer Gold* for 20 bucks less.

RATING



+ Pluses

- Classic *Civ* gameplay
- New multi-level fields to conquer
- Fantasy and sci-fi campaigns

- Minuses

- Hasn't improved over *Civ II*
- Graphics have taken a step back
- *Civ III* is already on its way



**UNCOMPROMISED DUTY,
JOIN THE**

"SWAT 3 looks ready to take
the first-person tactical
strategy genre by force."

— PC Gamer

SWAT 3

CLOSE QUARTERS BATTLE™

COMING WINTER 1999

HONOR AND VALOR ELITE THIS NOVEMBER

Los Angeles, 2005. Violence and terrorism have reached American shores and LAPD SWAT is on alert. As part of this elite tactical organization, you and your team have the weapons and all the training necessary to protect, to serve and – when needed – to use deadly force to keep the peace.

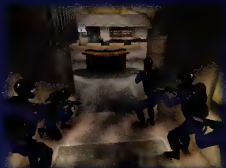
Welcome to SWAT 3: Close Quarters Battle. You have at your command a five-man team prepared to take on more than 100 of the most vicious terrorists and criminals Los Angeles has to offer. Use real-life SWAT tactics and an arsenal of weaponry to combat crises ranging from “hostage rescue” to “VIP escort” in the most realistic, first-person tactical simulation ever created.



Lead your five-man team through 16 stunning photo-realistic missions filled with more than 150 motion-captured characters.



Unparalleled AI causes suspects and victims alike to respond individually to your every action, ensuring you'll never play one mission the same way twice.



Select your team and configure their arsenal using state-of-the-art weaponry. Utilize stealth and dynamic tactics such as “slicing the pie” and deployment of diversionary devices to outsmart your opponents.

SIERRA
STUDIOS

www.sierrastudios.com

Go to <http://pcx1.ign.com/gaming411>: Product Number 44

© 1999 Sierra On-Line, Inc. All Rights Reserved. Sierra, Sierra Studios, SWAT and Close Quarters Battle are trademarks of Sierra On-Line, Inc.



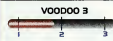
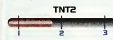
DEVELOPER → 3DO
PUBLISHER → 3DO
REQUIRED → P166, 32MB RAM, 150MB hard drive, 4X CD-ROM
IDEAL → P200, 64MB RAM, D3D or Glide-compatible video card

Gulf War: Operation Desert Hammer

Kill Saddam. Need we say more?

ACCELE-RATED

Evidently designed to run on lower-end systems, your 3D hardware isn't going to get a major workout. While the explosions look great, the limited viewing distance before the horizon drains in is pretty bad.



API SUPPORT: Direct3D

ASS WIPES

The print-ads for *Gulf War* feature a toilet stall (presumably in Iraq) with the U.S. flag being used for toilet paper. The true irony in this image is that real Middle Eastern toilet paper is much more abrasive than the nice cloth flag in the photo. While we patriotic types don't subscribe to this action, we do have suggestions for otherarse-paper substitutions.

BUSINESS CARDS FROM PAST JOBS/NOW-DEFUNCT GAMING MAGAZINES
They're a bit sharp, but they work in a pinch. Now-defunct gaming magazines also work quite nicely. We suggest PC Games but Game Buyer works quite nicely as well.

INSTRUCTION MANUALS
Flight sims are perfect, as their soopage essays will last for years of reading and wiping pleasure.

COMPUTER GAME BOXES
Ever wondered why they make 'em so big just to fit in a pre-wrapped CD jewel-case?

GRASSY LAWNS
The dogs seem to have something here, getting down on your haunches and dragging it through some well-groomed turf is really quite efficient. Note: It's a good idea to have a friend check for insects afterward. [Not before? - Ed]

CHER
We don't believe in life after love

BIDET
Pronounced "Bidd-Dee," these little devices are rare in the U.S., but an essential part of most European bathrooms. They squirt a little water jet around your bottom, and wash that brown right out of your hair.

SADDAM HUSSEIN
Finally a terrorist operation he can really sink his teeth into

Saddam Hussein — what a Joker! Burning oil fields, giving UN weapons inspectors the run-around, invading countries ... This kind of the practical joke always seems to be putting thousands of people in danger. But I'm sure if we asked him, he'd tell us that he didn't mean for anyone to get hurt, and crack us all up by saying that Kuwait was all a big misunderstood "joke-y joke-y."

But, as it stands, our country just can't seem to understand Middle Eastern humor. So, we decided to kick Saddam's ass with Operation Desert Storm. The problem? He has an elusive ass, but one that's on the line in 3DO's *Gulf War: Operation Desert Hammer*. Here you finally get the chance to bring the insane dictator (they don't actually use his name) to a fitting **END** (without leaving him **BEHIND**), using your extensive ARSENALE to get **DIRECTLY** to the **BOTTOM**. Enough ass, ya reckon?

Operation Desert Hammer appears to be a tank-sim at first. After a couple of seconds behind the mouse-and-keyboard first-person shooter style controls, you'll realize it's definitely an action game. Power through the first five levels and you may quickly dismiss it as too easy. But the first time you encounter a fleet of helicopters shooting guided missiles up your tailpipe, you'll find the game challenging enough to stall your progress for an hour or two.



"So Damn Insane" would be proud.



Is that an RV with a giant antenna? Nope, it's a friendly, neighborhood SCUD launcher.

You're at the helm of a prototype M1 tank nicknamed "The Hammer," and it starts every level with a full complement of ammunition. The power-ups replenish these, but you never acquire higher-level weapons. For that little extra "oomph," target an enemy and call in an airstrike to do the destruction for you.

As in 3DO's action-tank game for N64, you can choose to control the tank and turret independently or together. It's almost impossible to complete the later levels without this option selected, and it's a crucial technique in multiplayer. There are three "bosses," but once you have mastered your arsenal of weapons, you can quickly turn these end-level vehicles into convention ovens.

Eight players can square off in multiplayer deathmatch over the 18 single-player maps. Since the landscape is simplistic, the multiplayer game is fast, though not as complex as N64's *Battle Tanx*.

This game is by no means deep. Mission objectives sound complicated through voice-over military speak, but actually require little strategy. Still, all the tanks, helicopters, and missile launchers look and move like they should, and there is something satisfying about finishing a game without sacrificing your social life.

— JEFFREY ADAM YOUNG is adept at pooping in the woods

GRAPHICS

Explosions are fantastic. Draw distance is often too short, though.

SOUND

Great use of positional audio for tracking enemies. Music is average.

DEPTH

About as deep as the kiddie pool.

DESIGN

Looks like a sim, but acts like an action game.

RATING 5

+ Pluses

- Easy to get into
- Precise, simple controls
- Things blow up real good

Minuses

- Too easy to win
- Only 18 levels
- Voice-over intro sounds like someone mocking a newsmen, and doing it poorly

DEVELOPER → SiN-Tech
PUBLISHER → Talonsoft
REQUIRED → P133, 32MB RAM,
 300MB hard drive space, CD-ROM
IDEAL → P200, 64MB RAM,
 500MB hard drive space, SX CD-ROM

Jagged Alliance 2

Think life is cheap? Try hiring these guys

ACCELE-RATED

If you're looking for our patented fancy-schmancy graphs here, you're going to be disappointed. JA2 requires a Direct Draw-compatible 16-bit card, which includes most 3D and non-3D display cards manufactured in the last few years. So that top line Voodoo nonsense isn't going to supply any boost to the speed or effects.

MERCENARIES



Mercenaries aren't the only people with a "mercenary attitude" for selling out.

LINDA TRIPP
SOLD → Monica Lewinsky to Kenneth Starr

RECEIVED → A severe beating with the 423 stick — plus much public scorn



PAUL REISER
SOLD → Sigum-y Warsaw to the allies
RECEIVED → An attorney in Syndication Hall with Helen Hunt



JOHNNIE COCHRAN
SOLD → The Justice system to O.J. Simpson
RECEIVED → Book deal and appearance on "Oprah"



TODD PORTER
SOLD → Bill of goods to Eidos Interactive
RESULT → *Dominion Storm over Galt 3* and the funny nickname, "Preacher Boy"

Several years ago, designer Ian Currie and SiN-Tech produced a cool tactical level, turn-based wargame called *Jagged Alliance*. The squad-based action format got a profile kick when Red Storm released *Rainbow Six*, which was essentially a realtime, first-person take on JA. Rather than jump on the ever-increasing bandwagon, *Jagged Alliance 2* remains true to its turn-based roots. Although there are some flaws, and it won't appeal to those whose strategic muscles were trained on *Command & Conquer* and the like, turn-based strategy aficionados will find plenty here to sink their teeth into.

JA2 casts you as the "brains" behind a team of mercenaries contracted by ousted President Enrico Chivaldori of Arulco to rid his homeland of his tyrannical wife Queen Deidra. (Apparently the Queen is oppressing the citizens by making them watch "Ally McBeal" and "Oprah" until they beg for a firing squad.) Whatever the case, Enrico forwards you some initial cash to hire a mercenary team. Through various "web-sites" you'll hire mercs, buy weapons and ammo, and check out various sources of reconnaissance information before entering the strategic map of Arulco.

In combat, play switches to an isometric view where you use



A disgruntled freelance writer visits the PC Accelerator offices.

"action points" to give tactical movement and firing orders to the soldiers as they take on the Queen's forces. This is where the game really shines. Two levels of elevation let your soldiers climb up on roofs and pick off targets on the ground, all controlled with an effective interface.

The overall strategic element is also effective, requiring you to balance hiring and personalities of your troops. This is where you select the sections of Arulco you wish to liberate — some contain valuable resources (such as mines) that give you needed income.

Graphically, the game is acceptable at best. Sadly, the blood and guts are minimal, and even sadder, options like exploding heads can be turned off. One of the game's problems is that weapon ranges and troop skills are a little screwy. Soldiers with little pissant handguns occasionally outshoot expert marksmen with laser-sighted rifles. It's also tough to tell whether you're under cover or not.

On the other hand, the enemy AI is quite good — a bit too good. Enemy soldiers will use cover to hide from you, and will frequently pop out of open doors, take a shot, and vanish. Even on the lowest difficulty levels, this game is tough, and the level five end battle will generate howls of frustration.

Still, there's plenty of depth in *Jagged Alliance 2* for strategy fans. However, the highly disappointing omission of multiplayer makes JA2 a great game for single-player strategists only.

— ALLEN RAUSCH *sow plenty of action during the '80s Colo Wars*

GRAPHICS

Simple, clean and quite 2D. The exploding heads are classic.

SOUND

Some mercenary voices are a bit cheesy, but overall well done.

DEPTH

Plenty — there are a lot of complex strategic decisions to be made.

DESIGN

The game is unforgiving to new players even at Novice level, otherwise, it's X-COM with mercs.

RATING 7

+ Pluses

- Excellent Web-style interface
- Extraordinary depth of strategy
- Long game

- Minuses

- Some cheesy voice-acting
- No multiplayer
- Problems with line-of-sight firing



Bloodcats attack a group of mercs — a not uncommon situation in the homes of cat owners.

Darkness falls over the city. Not the kind of darkness that comes with the absence of light, but rather the absence of good. And while many prepare to naively celebrate the new millennium, a small mysterious cult, known as "The Fallen", prepares to fulfill the dark promise of an evil prophecy. Yet, left standing between these "Fallen" ones is a rookie cop and a disillusioned ex-cop.
One woman...one man...one goal...survival.



Good cop or ex-cop? The choice is yours as either the youthful, hand-to-hand combat super-sleuth, Officer D'Arcy, or disgruntled, street-smart weapons expert, Roper McIntyre.

Explore and interact with anything and everything, as you carry out your objectives across 27 mission-based levels, within a 200 x 200 block cityscape.



URBAN CHAOS



Part action, part adventure - all potentially lethal, as you platform your way through five distinct sections of the city.



Brutal street fighting awaits on the Union City streets, with intense hand-to-hand martial arts combat, vehicle chases and drive by shootings, and desperate automatic gun shootouts in dark alleys.

EIDOS
INTERACTIVE

Go to <http://pcxl.ign.com/gaming411>: Product Number 417

For a closer look go to eidos.com

I SCORE...



MORE OFTEN

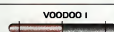
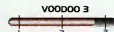
DEVELOPER → Iguana UK
PUBLISHER → Acclaim
REQUIRED → P200, 32MB RAM, 330MB hard drive, 4X CD-ROM, Direct3D-compatible 3D accelerator
IDEAL → PII 266, 64MB RAM, Voodoo3, DirectX compatible sound card

Shadow Man

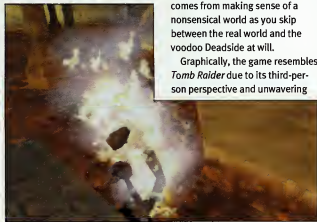
Voodoo hoodoo that's not the usual Acclaim doodoo

ACCELE-RATED

Most of *Shadow Man* is freakin' dark. Surprisingly (and ironically, given the games' subject matter), the Voodoo looks slightly better than the TNT, mostly because of the oft-maligned washed-out look of the Voodoo chipset. In this case it actually helps you see what the hell is going on.



API SUPPORT: Direct3D, Glide



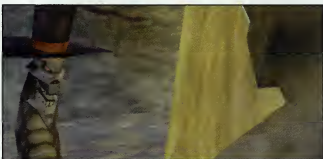
Look, in the lava ... it's a bonfire, it's a funeral pyre ... no, it's *Shadow Man*!

Superhero licenses have gotten royally reamed over the years and almost all the blame can be laid directly at the feet of our friends at Acclaim. But after unleashing the unholy trinity of *Spawn*, *The Fantastic Four*, and *Batman and Robin* for the PlayStation, Acclaim has finally come through with the goods.

Based on the *Shadow Man* book from Acclaim's own comic publishing wing, *Shadow Man* the game perfectly matches the comics' plot and mood. It follows the ongoing adventures of Mike Leroy, an English Lit grad resuscitated by voodoo sorceress Mama Nettie to become the *Shadow Man*, her personal otherworldly assassin and go-fer. (And they say no jobs exist for Liberal Arts majors anymore!) A prophetic dream of the coming apocalypse prompts Nettie to put *Shadow Man* on the case, lest an army of killers from Deadside (sort of a suburb of Hell) rise from the dead.

Part of the comics' charm is that *Shadow Man* is just a pawn, futilely attempting to control his own afterlife, but beholden to anyone waving a dead chicken and reeking of voodoo mojo. Never knowing exactly what's going on lends itself brilliantly to an adventure game, where most of the fun comes from making sense of a nonsensical world as you skip between the real world and the voodoo Deadside at will.

Graphically, the game resembles *Tomb Raider* due to its third-person perspective and unwavering



Jaunty (obviously named for his hat) is your Deadside advisor.

focus on its lead character's ascheeuns, but provides a greater depth of exploration. Collecting dark souls of the damned raises *Shadow Man*'s power, letting you enter previously secured areas of Deadside, and eschewing the linear "level" system by revisiting old areas to find new secrets.

The combat system consists mostly of shooting projectiles via auto aim and evading anyone with a bigger gun than your own. Both Mike and *Shadow Man* start off with a simple hand gun, but find better weapons as the game progresses (a shotgun, submachine gun, the o.9-SMG semi-automatic for Mike in the real world, and a host of flame and explosive weapons for *Shadow Man*), encouraging you to explore even further. Items like the Violator razorgun, journals, and an all-purpose engineer's key can be used in both worlds. But most of these weapons are specific to either Mike or *Shadow Man*. Enemies range from packs of graveyard dogs and swamp 'gators to tortured souls and serial killers, but death in either world is just a one-way ticket back to Deadside and a chance to start anew.

Acclaim's new 3D VISTA game engine is leaps and bounds beyond the craggy old *Tomb Raider* relic and, best of all, finally rids us of that pea-soup fog that plagued *Turok*. Supporting the dark atmosphere is a marvelous soundtrack oozing spooky mood.

So what's bad? Well, there's no freelook feature (although there is

a sniper mode), so the camera moves to the side instead of above whenever blocked by a wall, making setting up jumps a real chore, while gunplay occasionally turns into monotonous finger-tapping. But you know what? It's still the best comic book game around. ➤

— **CHUCK OSBORN** strikes fear into the hearts of cowardly men by performing his mystical "Dance Of Wee-Wee"

GRAPHICS

Dull textures, but it perfectly grabs the ambience of both Hell and Louisiana (coincidence?). The best water effects this side of *Outcast*.

SOUND

Just plain impressive. Even the voiceovers are appropriately melodramatic, yet surprisingly cheese-free.

DEPTH

Caters to exploring, re-exploring, and then more exploring.

DESIGN

Just linear enough to keep you going, but nonlinear enough to give the illusion of freedom.

RATING

+ Pluses

- A superhero license that works
- Lush graphics and rich sound
- Complex level design

- Minuses

- No freelook
- Difficult to line up some jumps
- Gunplay gets repetitive

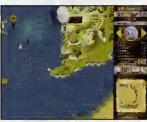
DEVELOPER →	Microïds
PUBLISHER →	Microïds
REQUIRED →	P133, 16MB RAM, 4X CD-ROM, 30MB hard drive
IDEAL →	P200, 64MB, BX CD-ROM

Corsairs

When Frogs meet for Grög on the Captain's Log

ACCELE-RATED

It really doesn't matter. Here, sprites be sprites, matey, yarrrrh.



What would've been cool: A multiplayer pirate game where you race for the loot.



Did you know that "corsair" is another word for pirate ship?

Oh, man — first they did a political-correctness groin job on Disney's *The Pirates of the Caribbean*, and now they let the French do a pirate-era RTS game — *Sacre Merde!*

Fact is, the entire cannonballin'/gang-plankin'/Roger-Jollyin' pirate thing has been largely neglected in the computer gaming world, almost as badly as the Old West (which may get its killer game if those slackers at Six Shooter Studios ever get their promising *High Noon* finished). *Corsairs* is a reasonably spirited attempt at a hybrid RTS/economic/exploration game, sporting heavy elements of all, but excelling at none. Playing from a grand overhead perspective, you assume the role of a French or British pirate captain out to make his fortune on the open seas, armed with a royal decree and a galleon filled with gold, spices, stout men, and cannonballs. Ahoy!

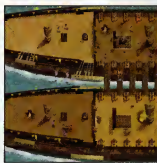
The four-stage interactive tutorial promises stylish period-piece graphics and music. The subject matter resonates in every last pixel of the interface — all yellowed parchment, rough script, and hewn woodwork — but the game structure begins to go soggy as it soaks in a virtual chum-bucket of clunky design, repetitive music, weak AI, and numerous lifeless options.

Though the individual missions in the single-player campaign have straightforward goals (broken down by instructions from local governors), you'll have a degree of freedom befitting a high-seas scalawag. In your quest to conquer the oceans, wreck enemy ships and accrue ill-gotten booty, there are numerous options. You trade spices and silks, recruit spies (to board enemy ships and provide intelligence), and build fleets and port structures (such as light-houses to increase a port's visual range). You can also establish secret treasure islands (for gold storage and backwater bases of operation) and, of course, fight and board enemy vessels.

At sea, the gameplay is familiar click-and-send... so familiar that the game begins to lose some of its period flavor. With the exception of a changing wind indicator, these tall ships might as well be light tanks, zipping around too quickly, too nimbly, too sterily. Minor adjustments to individual ships, such as sail deployment and types of cannonballs are presumably supposed to give a personality to each unit, but these tiny options distract you with an illusion of control, when in fact the minutia gets tiresome.

An action segment, whereby two ships ram and pirates begin boarding by gangplanks, loses the swashbuckling premise of clanging cutlasses and swinging grapnel assaults because of bottlenecked ship-deck arenas and slack-jawed, blithering AI, which finds most of your deckhands piling up idiotically at the ship-to-ship choke-points. It accomplishes little and turns into a bloodbath of men dying, largely ineffective one-man grapnel assaults and the pistol fire of your top officers, who should be elite combat units but somehow aren't.

Corsairs is an exciting RTS/adventure idea — a kind of "Command & Pillage," if you please. True pirate diehards who just can't take another minute of



This game is not an E-ticket.

Shipwreckers! may venture into these waters for a time, but be warned: Here *thar* be serpents. And they kinda suck.

— As part of his plea bargain, CHRIS HUDAK will be assigned one French game per month until he gets his screenshots in an time

GRAPHICS

The look is perfectly suited to the subject matter, with the tainted yellows of aging parchment serving as fog-of-war.

SOUND

Rumor has it that pirates only had one type of music, and it was flutey, repetitive, and bad. *Corsairs* recreates that perfectly.

DEPTH

A sizeable array of options is available (types of vessels, boarding combat), but too often they have a negligible effect on gameplay.

DESIGN

Corsairs lunges admirably in several directions at once, stumbling in most of them.

RATING 4

+ Pluses

- Faithful look
- Realtime ship-to-ship boarding combat
- Err...

- Minuses

- No multiplayer in an RTS — unforgivable
- Miserable AI, particularly during boarding actions
- It's French

THE RACES ARE ALIGNING.
THE ARMIES ARE GATHERING.
THE APOCALYPSE IS APPROACHING.

AND PEACE IS CURLED UP IN THE FETAL POSITION, WHIMPERING.

"IT LOOKS LIKE TURN-BASED STRATEGY GAMING IS ABOUT TO GET A SHOT IN THE ARM... IT WILL HELP SOLIDIFY AND STRENGTHEN THE GENRE." - IGNPC.COM

"INCREDIBLY DETAILED GRAPHICS
MAKE THIS THE MOST LIKELY CONTENDER TO THE FANTASY TURN-BASED CROWN." - PC ACCELERATOR



Choice of automatic (fast combat) or turn-based tactical combat. Conjure over 100 spells spread over 7 spheres of magic.



Attempt to forge strategic alliances with 12 different races, including humans, elves, frostlings, orcs, dwarves and the undead.



Over 100 different fighting units and more than 50 unique heroes that grow in experience and power.



The wise ones have seen an omen of doom in the form of a star in the night sky. The age of peace has officially been bludgeoned to death. The elfin court lies in ruin, and two factions have emerged. Battle flags have been raised, and silence has enveloped the land. This is the calm before the storm. You cannot choose to avoid the apocalyptic battle that looms on the horizon. Hatred and the need for revenge have a very long shelf life.

Go to <http://pcxl.ign.com/gaming411>: Product Number 98



Make critical decisions involving siege units, heroes, captured towns, magic spells, immunities, and stealth.



Battle your way through vast open areas, breach the outer wall in city sieges and explore dark dungeons.



www.ageofwonders.com

THE SHADOW HUNTER
RETURNS,

HIS FATE FINALLY
SEALED.



SIERRA
STUDIOS
www.sierrastudios.com



© 1999 Sierra On-Line, Inc. All Rights Reserved. Sierra, Sierra Studios, Gabriel Knight, and Blood of the Sacred, Blood of the Damned, are trademarks of Sierra On-Line, Inc.

This quaint, French countryside hides a real-life enigma involving untold treasures, heinous betrayals and bloodthirsty demons. For thousands of years, religious historians, researchers of the occult and covetous treasure hunters have tried to unveil the secrets buried here.

Fate has brought Gabriel Knight and Grace Nakimura to this modest, unassuming village. As they open the door to a 2000 year old mystery, Gabriel is compelled to find the answer, no matter the price.

Here is where destiny meets truth—where your search will conjure up covenants, heresies and lies that have hidden a frightening story through the millennia.

To reveal the secrets held in Rennes-le-Château, you will guide Gabriel and Grace as they question suspects, uncover hidden agendas, solve elaborate puzzles and follow a dark path to one inescapable truth.

The warning is real—once you enter Rennes-le-Château—there is no turning back.

blood of the sacred
GABRIELKNIGHT3
blood of the damned.

A 3D MYSTERY ADVENTURE

FIND THE TRUTH. RISK YOUR SOUL.

Go to <http://pcxl.ign.com/gaming411>. Product Number 83



Explore a true, historical mystery set in stunning real-time rendered 3D environments.



Solve intricate puzzles essential to unraveling the enigma of Rennes-le-Château.



Control your point of view with unlimited camera angles.



Interact with an eclectic cast of characters, each with their own secret motives.



"A new paradigm in wife
acquiring simulation"

— NEXT GENERATION

"Do they like guys
with beards?"

— CGW



HER DOUBLE-D SILICON IMPLANTS AND YOUNG NUBILE BODY ARE ALL YOU'LL EVER NEED ... FOR NOW ...

Last year, 1.5 million middle-aged men like Donald Trump left their marriages in search of the perfect Trophy Wife.

So just wait 'til you see the new *FEEL & DREAM Trophy Wife 3-D*.

More than 30 tail-grinding and large-mouth varieties, like platinum blondes, bimbos, and crack ho's.

Eye-popping 3D enhancements like nose jobs, tummy tucks, and breast augments using realtime technology.



Use diamond necklaces, New York apartments, and giant trust funds as bait to catch your dream.

Hook up for wild Internet tournaments against other players like Michael Douglas, Hugh Hefner, and Larry King.

Need more bait? Visit your soft-

ware retailer or call
1-900-YOUNG-HO.



WWW.TROPHYWIFE3D.COM. THEY AREN'T REAL.

Go to <http://pcxl.com/gaming411>: Product Number \$\$\$

Football: New Rules, Just Right

Forget Australian Rules and Arena Football, Here comes New Rules Football

In honor of the NFL's new instant replay, and because the league's Head of Officiating has a pornographic name (Jerry Seeman), PCXL genuflects reverentially toward Canton, Ohio, and celebrates the start of a new football season with suggestions for ways to make the game even better. As any man worth his salt knows, football is currently the king of all sports, and deserves to remain so. With these new rules implemented, Vince Lombardi will grimace and shout from on high, and Sundays from September through December will surely remain the greatest days of our lives, despite what we tell our future wives (and future ex-wives).

THE NEW RULES:



Strike ball, Fast and Color

RANDOM EXPLODING BALLS

Why We Need It → This is America. Exploding anything makes sports better, just look at how much the pitchers' mound made

entirely of C-4 has lived up to baseball. **Effect** → Will keep quarterbacks from holding onto the ball so long, and will keep receivers like Randy Moss with sure hands from being so dominant — or ensure that they only have sure hand

Vince Lombardi Says → "You'll put exploding balls in this sport over my cold, dead body! Oh, wait..."

CHEERLEADER DRESS BASED ON PENALTIES

Why We Need It → In blowout games, crowds could cheer for penalties that would not only move teams back 5, 10, and 15 yards, but also force cheerleaders to remove parts of their clothing

Effect → Naked cheerleaders — and fans with stuff painted on their privates

Vince Lombardi Says → "Nothing has done more to degrade NFL football in the past few years than increasingly naked cheerleaders — and the Detroit Lions"



The Real America's Team

FAKE BALL

Why We Need It → In any pile-up, the crowd can't really tell what's going on. Throw another ball onto the field without telling players which is real and which is fake. Hilarity ensues

Effect → Players would chase both balls until they could discover the real one, which could only be uncovered by chewing all the way through the ball. The one with the creamy nougat center is real

Vince Lombardi Says → "Mmmmm... creamy nougat"



Vince Lombardi: "Everyone's G.O.D."



"Beep, Beep, Beep"

ROBOT REFEREES

Why We Need It → Robots never make horrible pass interference calls — and they look cool

Effect → Games look much more like that cool Cyberball video game, and annoying players like Deion Sanders will be instantly shot in face by Ref-O-Matic 2000

Vince Lombardi Says → "With my recent investment in Duracell, robot referees will make me rich. Rich, I tell ya!"

RACE THE CHAIN GANG

Why We Need It → These guys take too long. If players can run to the first down marker faster than the chain gang, the team automatically gets a first down

Effect → Lots of flattened chain gang guys, more excitement, and thank God, a much faster game

Vince Lombardi Says → "First downs are for sissies. Score every time you get the ball within four plays, or go back to watching 'Party of Five,' you woman!"



5 FAMOUS GAMES

MATTEL FOOTBALL

HISTORY → One of the first hand-held electronic games when it hit the market in 1976, this classic depicted players as red dashes and made you cross the screen so times for a touchdown

NOTORIETY → Got people hooked on sports games and ruined thousands of kids' eyesight for life

LEGACY → Sierra's NFL Football Pro-go used the same rendering engine

INTELLIVISION FOOTBALL

HISTORY → The first game to make us see the real possibilities of video game football, with deference to the Atari zion's three-midgets-to-a-side flickerfest

NOTORIETY → This lobby was pumpeled by George Plimpton for having more realistic graphics than the Atari. Of course, most washing machines could produce better graphics than the Atari

LEGACY → With the Intellivision keypad, showed that more plays were possible than "Run Left" and "Pass Deep"

SPORTS TALK FOOTBALL

HISTORY → A Genesis classic, and one of the initial sports titles to experiment with speech

NOTORIETY → Used AI Michaels for sparse, robotic commentary like "It's raining on the field..."

LEGACY → A terrible one, if you listen to all the morose game commentary commentators we're stuck with now

MADDEN 96

HISTORY → Was to be the first PS Madden title in 1995, and was touted as the next big thing in sports gaming

NOTORIETY → Abruptly cancelled after EA's development team supposedly saw sped-up footage of Sony's Gameday in a TV commercial

LEGACY → Everyone wants to know if it was really that bad. We've seen it, so trust us when we tell you that EA made the right decision

ATARI FOOTBALL

HISTORY → Released to arcades in late 1978, this trackball classic was one of the first true sports video games

NOTORIETY → Kept us in arcades for hours, and pinched millions of fingers when players tried to run their Xs or Os faster than humanly possible

LEGACY → Hardly any sports games since have used finger-crushing trackballs

DEVELOPER → Gonzo Games

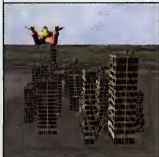
PUBLISHER → Electronic Arts

REQUIRED → P200, 32MB RAM, 65MB hard drive, brain damage

IDEAL → PII 233, 64MB RAM, 9GB card, nearby trash can for handy disposal

ACCELE-RATED

A 3D card is recommended, though the only thing it appears to do is to make the crap-tacular graphics fill your screen, rather than remain in a window — now that's technology.



You can try to kill yourself on buildings, but your character clips through them — another fine *Skydive!* feature.

DEVELOPER → Lankhor (really!)

PUBLISHER → Eidos

REQUIRED → P166, 16MB RAM, 6MB hard drive, 2MB DirectX video card, 4X CD-ROM

IDEAL → PII 266, 64MB RAM, 60MB hard drive, Glide or 3D video card, 33.6 modem

ACCELE-RATED

Not short of a few tech problems, *F1* refused to recognize a Wicked3D Voodoo2. Even when tested on a TNT2, the graphics failed to shine. Smooth textures and a steady framerate were apparent. Even the software mode was quite acceptable.

Despite it's "official" status, allowing the developers to incorporate all the drivers and teams that competed in the 1998 Formula One racing season, it's impossible to get past this latest *F1* racing entry's lack of polish. Microprose's *FIGP2* has stood the test of time as the pinnacle sim for this most European of racing formats. UbiSoft's *Formula One* was incredibly well designed, but failed to set alight the mass fan base that faithfully tunes into this sport every two weeks throughout the season.

A little spit and polish would have eradicated some of the technical issues with the game (such as failing to recognize video and sound cards, and not allowing

Skydive!

Don't open your chute, it's not worth living through

Look at the *Skydive!* package and you won't find the Electronic Arts name anywhere, though this abomination was developed, produced, and published by an EA label. As gamers, we've come to expect a lot from EA, so it's hard to fathom a "game" this horrific from them. But strange days like these, when every company is rushing to set up a budget label, beget strange products.

EA's entry is the Gonzo Games brand, and *Skydive!* is its first effort. The game lets you pick between two skydivers, distinguished only by their jumpsuits. Choose from six locations around the world, then pick your event. Free falling has jumpers doing tricks for points, while accuracy asks that you land on a target. Sky

slalom means you must navigate a series of hoops in the sky to score points. Yoo-hoo!

Click to start and the falling begins — just don't assume that this is where the excitement comes in. Control is nothing more than moving the mouse left and right to alter the laughably "animated" lean of your diver, then pushing the left or right mouse button to flip or dive faster. The graphics are fuzzy, becoming more pixelated as you near the ground. Push the space bar and your chute opens for a perfect landing — every time.

Skydive! is one of the worst products we've ever seen. We're shivering just thinking about their next exclamation point title. If this is any sign of EA's budget line, *Deer Hunter* will seem like a five-star masterpiece in no time.



GRAPHICS

An insult to art and artists around the world.

SOUND

The rush of wind, random shouts of "Yoo-hoo!" and horrible music.

CONTROL

Move the mouse left and right. Push the left and right mouse button. You've now mastered *Skydive!*

REALISM

Assuming skydiving is only as complicated as navigating a WordPad menu, realism is spot on.

RATING

+ Pluses

- Umh ...
- Well ...
- Forget it, this is too hard

Minuses

- Hideous graphics
- Awful controls
- The biggest waste of \$20 ever

Official Formula One Racing

Officially mediocre

them to be selected manually). At its heart, *Formula One Racing* is a hardcore sport sim. While it trounces the mundane nature of Indy racing's bland oval courses, there still isn't much in the way of overtaking or nail-biting finishes after over two hours of brutal racing. So flavor needs to be added, even artificially, to make these rac-

ing games come alive. This game doesn't do that.

Three levels of difficulty allow newcomers to get a feel for *F1*, and the physics engine on the toughest level is as challenging as it should be. All the usual driving aids are available to help (though no racing line, which is an oversight). Possibly its strongest facet is the Internet

multiplayer support. Through Mplayer, eight people can race, although the online competition is pretty stiff, and you'll need to be familiar with the nuances of all 16 tracks. For the hardcore *F1* fan, this is the biggest (and perhaps only) selling point.

GRAPHICS

Disappointing cars and effects (awful smoke from burning rubber tires), though there's no draw-in.

SOUND

Irritating engine squeals and limited, virtually useless commentary.

CONTROL

Tight with most wheels, though no force feedback support.

REALISM

Bonus points for the most up-to-date driver and team information of any *F1* game.

RATING

+ Pluses

- Mplayer Internet support
- Decent level of customization
- The most recent drivers

Minuses

- Clunky on-screen info
- No polished introduction to *F1*
- Dated graphics



This is about as good as it looks in *Official Formula One Racing*, a game with graphics so dated, we started craving Crystal Pepsi.

DEVELOPER → Dynamix

PUBLISHER → Sierra Sports

REQUIRED → P166 (with 3D), P200 (without 3D), 32MB RAM, insatiable craving for boredom

IDEAL → P11 233, 64MB RAM, 3D card, basement worm farm

ACCELE-RATED

The game supports Glide and Direct3D, though we're guessing that, with all due respect to anglers, roughly 0.5 percent of this game's buyers will know what these terms actually mean.



Fish must be smarter than morons who play this game.



There's something "crappie" going on here.



TB3D offers several different (but still boring) casting views.

Trophy Bass 3D

Virtual boats, virtual lakes, virtual fish ... virtually action-less

It's almost too easy to roast fishing and hunting games these days, with so many of them cluttering the shelves and displays of our local Wal-Marts and software stores, and with so many not even achieving Ass level. Yes, these whipping boys of the software world are awful, and yes, they contain hardly a kernel of fun, but if we look at them from the fishing enthusiast perspective, we might see the enjoyment, we might see the attraction.

And this magazine also might be named PC Gamer.

Assuming all those things will happen when the severed head of Jason Bateman is elected governor of Minnesota (can it be far behind Gov. Ventura?), we still must judge a game on its graphics and gameplay, its action and feeling — on its level of entertainment. And despite all the noble efforts of Dynamix and Sierra Sports to craft *Field & Stream Trophy Bass 3D*, it still lacks sorely in the fun-o-meter.

Give them credit though. This 360MB install is as detailed a licensed fishing sim as we've seen, with several different real world lakes to choose — from Florida's Lake Okechobee to Vermont's Lake Champlain — and a variety of modes to play. From a relaxing one-man fishing trip to a tournament mode in which you must catch the highest collective weight, everything a real angler could want is here. There's even the ability to head into your virtual tackle box to change your cast, lure, line, rod, and reel with brand name stuff from Berkley, Abu Garcia, or Excalibur among others if you're brave enough — or bored enough.

Though options abound, graphic twinkles do not. The game uses 3D



Casting is the second most exciting thing *Trophy Bass 3D* offers for players. The first? The uninstall option on the game's menu.

acceleration through Glide and Direct 3D, and while the motion-captured fisherman looks good, the water and natural surroundings are mostly unimpressive. After casting, you see the underwater world through the "LureCam." Bug-eyed fish are adequately drawn, but getting close to seaweed reveals disturbing amounts of pixelation. Sound is about as stark as in real fishing with occasional water plops, but the *Smoke* and the *Bandit*-style chase music that explodes from your speakers whenever a fish bites at least wakes you up.

The game's controls for reeling are fairly well executed, with a nice balance of challenge and ease. But our first few attempts at catching bass resulted in broken lines, a fish the game made us throw back, and a 9 oz. crappie, which we thought would be an excellent alternative title for this game.

Despite all the attempts to snare every last fishing detail, it still doesn't feel like there's anything enjoyable to do. And worse, you never feel compelled to try different lakes or new modes, simply because the third expedition is remarkably like the first and the second — interesting until you catch a fish, then about as likely to keep your attention as anything on the History Channel.

The game provides help for the uninitiated angler, with video tips from four bass pros, including B.A.S.S. Classic Champion Denny

Brauer. And for the sake of longevity, WON.net provides multi-player support. It's a thoughtful addition, though every time we tried to log on and frag, er, we mean, fish against someone, we couldn't find a competitor. Perhaps the owners of this game were all out enjoying real fishing in the great outdoors. Despite this game's depth and detail, we can't find fault with that idea.

GRAPHICS

Mostly unimpressive, despite the support of 3D acceleration.

SOUND

Hardly noticeable, except for the fish-catching music and the annoying background country tunes.

CONTROL

Solid controls for reeling in fish, a little uninitiate for new players.

REALISM

Excellent for fisherman, probably a little baffling for those not familiar with the sport.

RATING 5

+ Pluses

- Some excellent 3D graphics
- Several different lake options
- Very detailed options for rods, lures, and casts

- Minuses

- Just as boring as a badly produced fishing game
- Slightly steep learning curve
- No free bait coupons included

DEVELOPER → Microsoft

PUBLISHER → Microsoft

REQUIRED → P200, 32MB RAM, no desire for depth or statistics

IDEAL → P1400, 64MB RAM, 3Dfx card, joystick, friends who don't mind crowding around your PC screen

ACCELE-RATED

Though there is a software mode, don't bother. The game's Direct 3D keeps framerate for the in-game graphics consistently high.

MADDEN: FIRST LOOK

After 989 Sports decided not to bring *Gameday* to the PC this year, the competitors for the football crown are down to just EA's *Madden 2000* and Microsoft's *NFL Fever 2000* — and *Fever* is an excellent playing game. Though *Madden* isn't quite ready for review yet, we took a sneak peek at an early version of the game to see which game will be worth buying this plucky season. Some early thoughts...

GRAPHICS → *Madden* graphics improve each year, and the 2000 version is no exception. Players look more rounded and realistic, while height and weight variations between slight running backs and beefy linemen are well rendered. New tackling animations convey a strong sense of realistic collision, and on faster systems, overall framerate looks faster than last year, too.

SOUNDS → Play-by-play seems slightly closer to the action, and a new third announcer for game introductions and half-time makes the game's broadcast style more realistic. After play turns now include sounds as well with players talking trash after big plays.

NEW FEATURES → *Madden* has added a few new twists to the same old formula. A situation mode will let you jump into the critical point of famous historic games — could you match John Elway's feat and lead the Broncos to a game-winning drive for the AFC Championship in Cleveland? Also new to this genre is the Madden Challenge, a set of goals (completing a certain number of passes over 30 yards, for example) that will let players unlock codes within the game.

CONCERNS → For players with older systems, this game can be a beast. Though the game isn't optimized yet, it did chug slightly on a P1400 with details turned down. And though the game's graphics have been bumped up, we worry that the only reason to by the 2K version will be the updated rosters. We hope not.

Microsoft NFL Fever 2000

The best playing football game \$20 can buy, except...

There's a reason every bona fide PC sports game aficionado has at least one gamepad dangling from their computer. Most of us occasionally want to dive into a football game the way our console brethren can — either for the visceral feel of a perfectly-executed post pattern for a long touchdown pass, or to bask in the pure thrill of smashing our buddy into the turf with a chest-shattering tackle.

But there's a reason we paid \$2,000+ for our Pillis and haughty 3D cards, and a reason we keep a keyboard and mouse as our sports game companions rather than the couch and living room TV. We also want our statistics and trades, our multi-year franchises, and season number printouts. We want depth. We want to have our football-shaped cake and eat it, too.

That's what makes *Microsoft NFL Fever 2000*, the Big M's first entry into PC football, so good and so bad at the same time. The crisp graphics, detailed player models, and blazing franchises are the best we've seen by far. The game-play is spectacular, the animations are superb, and the controls are as good as a console football game (this is a good thing for those who have never experienced a good console football game).

But (and there always seems to be a "but"), Microsoft decided not to include statistical tracking — at all! Why, oh why would they do this? According to a Microsoft spokesperson, on this, their first football game, they focused on the play and the engine. Next year they will implement other features like stats. Well thanks for letting us beta test your product, Bill. It's just like we've been doing with Windows for years — maddening.

There is also no LAN or Internet multiplayer option, which essentially means that *NFL Fever* is nothing more than a great-playing console football game, but lacking any reason to play a season or any way to play with a friend in the Arizona State Penitentiary.



Varying player sizes make for nasty collisions, as this running back is introduced to the turf by a burly defenseman.

Fever's gorgeous graphics and impressive array of visuals (which come very close to the look of early builds of *Madden 2000*) are just a tease for a game that never really scores. The graphics and controls can't carry the rock without blockers, and the rest of the game seems to be stepping off the field just as that tandem is ready to score. Sound is spotty at best, with good tackling and player sounds, but lackluster crowds and jittery play-by-play commentary. Microsoft shelved out the cash to get Dick Stockton and Matt Millen, but failed to hone the sound code. It ended up sounding like Mel Tillis and Elmer Fudd calling the game.

Even worse, when you tire of the admittedly exceptional slash-and-dash action, there's nothing left. The few management options (creating and trading players, reorganizing rosters) are bare-bones, and we've seen them in a dozen previous games. Trading or free agent signing is nothing more than swapping player for player, with no AI to mix ludicrous trades (like your entire team for Ricky Williams — come to think of it, the Saints could use this feature).

Neither is there a franchise mode to keep you interested for more than one season. Outside of the superb game play, the only notable bright spot is the game's playbook manager, which offers a fairly easy-to-use play editor to create your own plays.

Fever is the best multiplayer football game on the PC today, and well worth the \$20 price tag. With two gamepads and a friend sitting at your PC, the gameplay is better than *Madden* in almost every way, but a football game without stats is a criminal offense which cannot be forgiven.

Oh well, maybe next year. ➤

GRAPHICS

Terrific in-game graphics, detailed players, and realistic stadiums.

SOUND

Solid sounds, but lackluster crowd response and stuttering commentary.

CONTROL

Tight controls and relatively easy-to-learn moves, but only if you're using an eight-button controller.

REALISM

Single-player is too easy to be realistic, but the multiplayer games are amazingly addictive and real.

RATING 7

+ Pluses

- Excellent framerate, even on slow machines
- Great in-game graphics and details
- The best playing football game

- Minuses

- Zero depth
- Zero stats
- Little adherence to the rules of real-world football

WELCOME TO THE KILLING GROUNDS

JAGGED ALLIANCE 2



Run, climb, swim and crawl through deadly killing grounds



Fight to free an entire nation with a team of up to 18 mercenaries



Interact dozens of characters. Treat them well, and they'll support your cause. Treat them badly, and they'll stab you in the back.

Take the blend of strategy, role-playing and tactical combat that made Jagged Alliance one of the **best games of all time***. Add dozens of new weapons. Over 150 unique characters. Your own custom mercenary. Incredibly realistic combat. Thousands of lines of digitized speech. Face off against an array of hungry predators, from ferocious enemy soldiers to dark secrets lurking underground. The result is the perfect killing grounds. The only thing missing is **YOU**.

The Best of Strategy

Nonlinear gameplay, blistering day and night battles, and advanced tactical combat.

The Best of Role-Playing

Create your own mercenary, improve your team's skills, and explore a huge world.

"Hot strategy pick of 1999"

-Steve Bauman, Computer Games Strategy Plus

Go to <http://pcx1.gn.com/gaming411>. Product Number 107

*As rated by Computer Gaming World and PC Games.

Check it out at www.talonsoft.com or call 1-800-211-6504 to pre order

Copyright © 1999 by Sir-tech Canada Ltd. All rights reserved. Jagged Alliance™ is a registered trademark of 1259191 Ontario Inc. TalonSoft™ is a registered trademark of TalonSoft Inc. TalonSoft is a subsidiary of Take-Two Interactive Software Inc.

SIRTECH

www.sirtech.com





msn Gaming
ZONE
PLAY IT FIRST ON ZONE



AGE of EMPIRES THE AGE OF KINGS

**You were not born noble,
but your destiny is to reign as king.**

- ✦ Command your knights in menacing formations.
- ✦ Dominate the world's marketplaces.
- ✦ Embody the spirits of William Wallace, Saladin, Barbarossa, Joan of Arc, and Genghis Kahn.
- ✦ Listen to monks speak of thirteen unique warriors and civilizations, all in their own dialects.
- ✦ Achieve victory through conquest, economic stranglehold, or exploration.
- ✦ Find more glory at www.microsoft.com/games/age2

Microsoft

The Age of Kings is a registered trademark of Microsoft Corporation in the United States and/or other countries.

Go to <http://pc.gamemag.com/gaming411> Product Newsletter

HALF-LIFE MOD EXPO '99

Games were played, liquor was consumed, shit was talked, and "Scoops" made his patented inside moves — that's about all we can remember (or are willing to say)

http://www.pcxl.com

Gabe Newell could not be convinced to wrestle Dan Egger → We think he was scared PC ACCELERATOR October 1999

The staff of PCXL is always eager and willing to attend industry parties — after all, who can resist the lure of free food and alcohol? Not us, that's for damn sure. Usually these events consist of PR reps doing their best to make us look at their games while we do our best to ignore the games and guzzle liquor as if prohibition were mere seconds away.

On July 29, however, Sierra, Valve, and WON.net hosted a party at Club-i in San Francisco that was pretty damn unique. It focused on *Half-Life* mods, and in an effort to make sure that much of this beta software was shown in its best possible light, Sierra flew in the creators.

So what prompted this party? According to Harry Teasley of Valve, it's all pretty simple. "Valve has benefited tremendously from the mod community, and this is our way of giving something back. Not only does Valve have its roots in the mod community (they bought mod makers Team Fortress

Software and several staff members came up from the minors), but the mods really add legs to our product and extend the game's life."

In addition to this expo, Valve is helping bedroom industry developers with technical support, a more detailed SDK (software developer kit) that gives folks complete access to the guts of *Half-Life*, and by patching *Half-Life* to make mods easier to install and play. Valve is also letting mod authors do the unthinkable: Make money from their creations.

"We're allowing the mod teams to sell their mods for money," Teasley revealed. "They can sell them via their website, or however they see fit. In another first, we're even allowing them to make and sell mod-themed items like hats and t-shirts." (For those of you with your heads up your collective asses, that means you could be buying Counterstrike hats, t-shirts, condoms, and bumper stickers.) According to Teasley, mod authors who are doing professional-quality work should be able to profit from their creations.

And selling mods isn't the only way these hard-working folks can make money. *PC Gamer* has hired Neil Manke several times to make levels (USS Darkstar), and WON.net sponsored the creation of Action *Half-Life*. So, if you can prove you've got the talent to create high quality stuff, there is money to be made out there.

It was great meeting the guys behind these mods. Not only were they excited to be there, but they also took their projects very seriously. Universally they discussed their mods like any "normal" game developer. Unfortunately, they did show how green they are in one regard — not a one of them was drinking. So disappointing ...

FEATURED MODS

COUNTERSTRIKE

DEVELOPED BY → Minh Le, Viper-X, Leon, and Sidewinder
WEBSITE → <http://www.planethalflife.com/counterstrike>

WHAT IS IT → A team-based mod, players are divided between two teams — the terrorists and the counter-terrorists (with some unfortunate scientists caught in the middle). Players earn money for various tasks (killing members of the other team or rescuing hostages), which is then used to buy better weapons.



DEVELOPER'S COMMENT →

Unfortunately, the guys behind Counterstrike were unable to attend the event. There was some guy showing the mod, but since he didn't seem like he knew what was really going on, we went back to the bar.

WHEN CAN I PLAY IT → The second public beta is available, and the team is hard at work on several changes and improvements. Watch their website for details.



ACTION HALF-LIFE

DEVELOPED BY → The A Team
WEBSITE → <http://www.WON.net/game-rooms/action/half-life/>

WHAT IS IT → The follow-up to the popular Action Quake. Seeking to emulate action movies, players use real-world weapons, must reload, and one head shot will kill you. It's fast and brutal,

DEVELOPER'S COMMENT → I asked the A Team's Damien Scott what was new about this version of Action. "We've added wall penetration, new animations, and textures, and limb specific damage." When asked why he spends his life making mods, he simply replied: "Because we love it."

WHEN CAN I PLAY IT → Action *Half-Life* has been released, so what the hell are you waiting for? You can download it from www.WON.net



Counterstrike lets you upgrade your weapons.



USS DARKSTAR

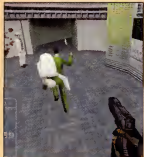
DEVELOPED BY → Neil Manke, Einar Saukas, Magnus Jansen, and Paul Taylor for PC Gamer
WEBSITE → <http://www.planethalflife.com/manke>

WHAT IS IT → Set in the year 2066, Gordon Freeman is a scientist aboard the USS Darkstar, a zoological science ship. Things go horribly awry on board and players must then battle through 16 single-player levels.
DEVELOPER'S COMMENT → "I am PC Gamer's evil minion."
WHEN CAN I PLAY IT → USS Darkstar is available from PC Gamer's website and is on the PCXCD.

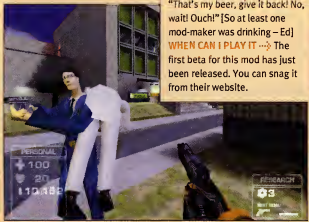


SCIENCE AND INDUSTRY

DEVELOPED BY → Peter Ginsberg and Kevin Cancienne
WEBSITE → <http://www.planethalflife.com/si/>
WHAT IS IT → You and your teammates are security officers for one of two rival corporations. Your job? Acquire and protect your company's most valuable human resource — scientists. The more scientists you have, the faster you research new weapons.



DEVELOPER'S COMMENT → "That's my beer, give it back! No, wait! Ouch!" [So at least one mod-maker was drinking — Ed]
WHEN CAN I PLAY IT → The first beta for this mod has just been released. You can snag it from their website.

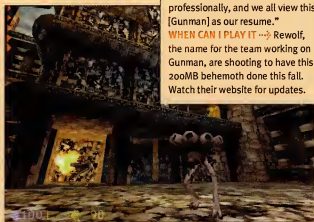


GUNMAN

DEVELOPED BY → Rewolf
WEBSITE → <http://gunman.telesfragg.com/>
WHAT IS IT → Gunman, while using the Half-Life engine, is a completely new single-player game, and is not set in the Half-Life universe. The action takes place on five distant planets, and Gunman will let you do all sorts of crazy stuff, like configure your weapons and drive vehicles.



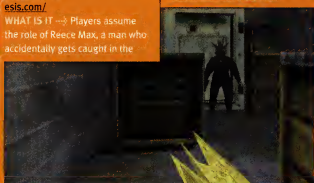
DEVELOPER'S COMMENT → Herb Flower filled us in on the team's post-Gunman plans. "Hopefully we can stay together and work as a team on new, professional projects. We'd really like to do this professionally, and we all wish this [Gunman] as our resume."
WHEN CAN I PLAY IT → Rewolf, the name for the team working on Gunman, are shooting to have this 200MB behemoth done this fall. Watch their website for updates.



CHEMICAL EXISTENCE

DEVELOPED BY → Red Genesis Entertainment
WEBSITE → <http://www.redgenesis.com/>
WHAT IS IT → Players assume the role of Reece Max, a man who accidentally gets caught in the

middle of a gang war being funded by an evil corporation. As if that wasn't bad enough, this same evil corporation is creating a race of evil mutants. Chemical Existence will feature new weapons, enemies, and will also include new multiplayer games.
DEVELOPER'S COMMENT → Unfortunately, the boys behind CE were experiencing technical problems. And while what they had to say was rather interesting, none of it was fit to reprint here.
WHEN CAN I PLAY IT → CE should be released later this year.



MAKING MODS — A PRIMER

We were pretty damned surprised when Valve told us they were letting mod makers sell their creations. Not only is this a bold step that could forever change the mod landscape, it also applies added pressure to mod makers: If they want to sell their mod, it's going to have to be every bit as good as any other retail product. (Head Games notwithstanding.)

With that in mind, we applied the "is it worth any money" test to Counterstrike, which is currently one of the most popular mods for *Half-Life*. As a free product it's great, but is it worth it or so bucks? Not quite. (And while we use Counterstrike as an example, the issues we bring up really apply to all mods.)

COUNTERSTRIKE ISSUES

PROBLEM → In its current form, there is zero incentive for the counter-terrorists to rescue any of the hostages. Sure, you get money for doing it, but no one ever does it — most games just turn into team deathmatch.

SOLUTION → Always design the mod around your core idea — just like "real" game developers, you must think about gameplay. If you want to have a terrorist/counter-

terrorist/hostage scenario, the mod must be designed to facilitate that idea. In this case, there is absolutely no incentive for the counter-terrorists to free the hostages. A possible solution is to reduce the amount of money they get for killing the terrorists and jack up the amount they get for freeing hostages.

Also, think about different ways the game can unfold. While it's fun to have the terrorists guard the hostages when the counter-terrorists charge in, don't be afraid to mix things up. Perhaps the counter-terrorists could start with the hostages and must escort them across the map (a la TFC's Hunted), or the hostages could begin on the far side of the map and both sides must race to them — the terrorists to execute them, the counter-terrorists to guard them.

Map design also plays a role in this area. The maps should always be designed around the mod concept and should be balanced so that all teams have an equal chance. Additionally, they should be designed so that every inch of the map serves a purpose — if



there are large areas that go unused, the map should be scrapped and redesigned.

PROBLEM → The models are too similar — both sides look exactly the same, with the only exception being the terrorists wearing short-sleeved shirts. (Which means that in a dark area, it's impossible to tell who's who.)

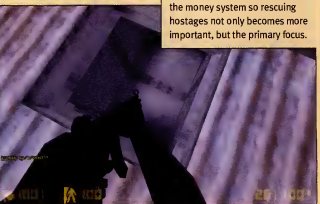
SOLUTION → The team working on Counterstrike is creating new, more distinct models, but they should have included them in the initial release. Always create models that make the different teams easy to distinguish.

PROBLEM → Beta releases.

SOLUTION → Since you don't

have to worry about larger issues like network code, don't release the mod until it's pretty complete. When you decide it's time to release your mod, make sure the gameplay is as good as you can get it — this will let users send you feedback to help you further tweak it. (On the flipside, if there's no gameplay, how are people going to suggest improvements?) It's a great feeling to release something after months of hard work, but don't jump the gun.

IN SUMMARY → The hardworking folks behind Counterstrike have done some great work — the coding for buying weapons is solid, and they've quickly patched any problems (like cheating) that have sprung up. Now they just need to hunker down and polish this sucker. Create some levels that force people to play the mod the way it was intended, and tweak the money system so rescuing hostages not only becomes more important, but the primary focus.



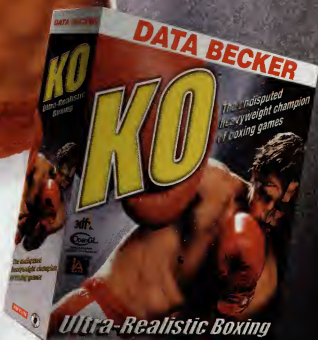
Hey Toughguy... Wanna Fight?

ULTRA-REALISTIC PC BOXING THAT WILL MAKE YOU BLEED.

- High-quality graphics (supports 3dfx)
- Precise movement and quick action
- Choose from 20 world class fighters
- 5 crowd-filled arenas
- 3 challenging skill levels

KO is available at fine software stores nationwide. For more information, call **DATA BECKER** at **781-453-2340** or visit us at **www.databecker.com**.

© 1997 Data Becker, Inc. www.databecker.com/gaming411: Product Number 111





Expect the unexpected.

Be the Prince.



It's everything you hoped for, and like nothing you expected.

Remaining faithful to its time-honored legacy, *Prince of Persia 3D* elevates the Prince to new heights with the fast-paced combat of a fighting game and the depth and challenge of a classic Arabian Nights adventure. Stunning animation. Advanced 3D technology. Completely original game design. It's all here as you journey back to exotic 12th Century Persia and answer the game's most compelling question: Is it in you?





Journey through 7 environments including an opulent Persian palace, a fantastic dirigible, and Tibetan cliffs.



Use deft precision and razor sharp timing to destroy countless foes—each with combat AI that adjusts in real time.



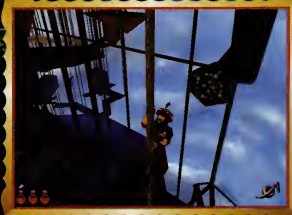
Stealth and agility are your only hope against hundreds of traps like scythes, guillotines and spring-load spikes.



Your bow and enchanted arrows can silence distant opponents and solve environmental puzzles.



Defeat 30 distinct types of enemies through the mastery of your lethal sword, bowstaff and double blades.



14 spectacular indoor and outdoor levels will test your wits as well as your resolve.

Go to <http://pcxl.ign.com/gaming411>: Product Number 63

Prince of Persia 3D

Is it in you?

Windows® 95/98



nVIDIA



© 1999 The Learning Company, Inc. and its subsidiaries. All rights reserved. Prince of Persia is a registered trademark and Red Orb Entertainment is a trademark of Learning Company Properties Inc. All other trademarks and/or registered trademarks are the property of their respective holders.



FALCON GAMING PCs CAN HANDLE THE BIGGEST GAME OUT THERE.

In the wastelands of the 31st Century, the machines rule the battlefield.
To join the fight, you need Mechwarrior 3. To survive, you need a great machine.
To win, you need to play it on a Falcon.

To get your hands on a Mech, visit your local
retailer or go to www.mechwarrior3.com.

MECHWARRIOR3

To get your hands on a Falcon Northwest Gaming PC:

1-888-325-2661

WWW.FALCON-NW.COM

© 1999 Hasbro Properties, Inc. All Rights Reserved. BattleTech, MechWarrior, BattleMech, and Mech are trademarks or registered trademarks of Hasbro Corporation and Microsoft Corporation. All rights reserved. Used under license. All other trademarks are the property of their respective holders.

Go to <http://pcxl.ign.com/gaming411>. Product Number 108

FANTASY QUAKE – Frags and Shags?

#004 • October 1999 • www.pcx1.com

Xtratainment

W E A K L Y



ABE VIGODA:
Still not dead?



JERRY LEWIS: Proof the
French are insane?



POKEMON:
Embodiment of evil?

Hot Fall Preview!

NEW SITCOMS WITH GAY SIDEKICKS
GAMES SET IN A POST-APOCALYPTIC FUTURE
KEY CARDS: CAN YOU HAVE TOO MANY?
BREASTS: THE SEXY ACCESSORY
AND MANY MORE POST-SUMMER SHOCKERS

Remember Unreal?

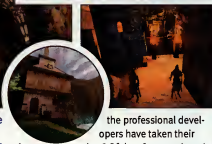
It seems like only yesterday that gamers and game journalists the world over were hailing the *Unreal* engine as the altogether too corny "next big thing." Hamstrung by laughable Internet play, the engine still coiled in the licensing fees from the likes of Legend Entertainment (*Wheel of Time*), ASC Games (*Werewolf*), Yosemite (*Novy SEALS*), and most famously by 3D Realms, who ditched the *Quake II* engine in favor of Epic Games' hot rookie for *Duke Nukem Forever*.

And what's happened since? The only games to come out boasting *Unreal* engine-powered gameplay were the woeful *Klingon Honor Guard*, the embarrassing *TNN Sports Pro Hunter*, and ... well, that's about it. Thus far, the Build engine has produced better games than the highly touted



Legend's added a true particle system, weather effects, and decals to the vanilla *Unreal* engine.

Unreal engine. So what happened? The Internet code got infinitely more stable after the .224 release and the *Unreal* community mod makers cranked heavily on their projects, with TFC, Manhunt, and other amateur additions giving longevity to a product whose future seemed assured. How come



the professional developers have taken their time? Of the aforementioned games, *Novy SEALS* tragically bit the dust with Yosemite's demise when parent company Sierra reorganized. However, it appears that *Werewolf* is still on course for its late October release.

Not surprisingly, 3D Realms doesn't want to comment. Despite having stated that the change to the *Unreal* engine would only delay *Duke Nukem Forever* by a few weeks, either the company's intentions for the game raised considerably, or there have been more issues to overcome than expected. Rumors of them ditching *Unreal* to revert to the *Quake III* engine cannot be confirmed (and were started here in PCXL).

With *Unreal Tournament* near completion, the engine might soon be back in the spotlight. Id Software continually pushes the *Unreal* posse and that's a good thing for gamers. Given that *Klingon* was the first game out of the gate sporting the *Unreal* engine, let's hope that *Star Trek Voyager* doesn't suffer the same level of rushed capriciousness that bedeviled Microprose's effort. With EA backing the *QIII* engine in next year's American McGhee's *Alice* and the worst-kept-secret-in-the-industry James Bond game, it seems that the balancing of licensing power is shifting back to Mesquite, TX. ➤

THE POWER METER

As the race for the top holiday titles heats up, some familiar faces are looming ominously over the chart, armed with high profile names.

THIS MONTH	LAST MONTH
1	3
2	4
3	7
4	5
5	8
6	-
7	-
8	-
9	6
10	-

FOX INTERACTIVE → *AvP* has made Fox a serious player in the PC market. They took to follow that success with the *Die Hard Trilogy 2*. The *Planet of the Apes* license looks excellent, too. **GT INTERACTIVE** → What happened to the former giant? All but their AAA titles have been canned. They're up for sale, morale is in the toilet. **STILL DRIVER** tops the sales charts on both sides of the Atlantic.

GAME STATUS

Unreal Tournament	Closed, but continually delayed
Duke Nukem Forever	When it's done is now a question not a statement
Novy SEALS	Cancelled
Klingon Honor Guard	Released — and sucked ass
Nerf Arena Blast	On schedule — to suck ass
TNN Pro Hunter	Released and won suicide award
Wheel of Time	Delays and doubts but latest screens look great
Deus Ex	Ion Storm same based on the Unreal Engine — 2 strikes
DukeNuke 2	Stop, you're killing me
Werewolf	On schedule/shaken
Nerf Guns	Planned for Q4 2000
AXCOM Alliance	Missing in Action
Cave Of Tragedy	A true classic — far a shoddily designed DM Map, that is

FANTASY FRAG

POKEMON

WHY WE HATE IT → Pikachu and the other sickly-sweet characters that inhabit the suck-ulent *Pokémon* phenomenon are taking over the world. The horrible disease *Pokémonia* has already claimed the lives of millions in Japan, and now it's taking over the U.S. of A. with mutant offspring like *Pokémon Pinball* and *Pokémon Snap*. They've even launched a money-sucking recruiting spree, where thousands of inbred geeks spend piles of their parents' cash to have their picture taken with a piece of foam. Forget *Pinky-Winky*, the bastards behind *Pokémon* will stop at nothing to ensure the success of their plan for world domination.

HOW IT SHOULD BE FRAGGED → Just so you know, we do realize that Electrode, Diglett, and "da rest a da bitches" are not real. It's the creators and money-hungry Poképrick corporate types we're after. They should be stoned by real gamers with the cheap, crappy Gameboys on which *Pokémon* and its retard spawn were birthed. It would be far more fun (and creative) than any game they've ever come up with.

Every weekday on our website we flag whatever the heck makes us angry, and occasionally we flag something just because it needs it. Find out what we flagged today on www.pcxl.com. You'll come for the paps, but you'll stay for the CRAZY NEWS AND BABES.

ALL THE THRILLS NONE OF THE SKILLS

Have you ever wanted to sound like you know more about games than you really do? Have you ever tried to impress people at parties with deathmatch skills you haven't had time to develop? Would you like to gain respect from that special someone with tales of realtime strategy glory? Well, probably not, but just in case, this handy little guide will show you how.

"Course, this strategy only works in certain settings. Knowing how to find the quad damage in Q2DM6 won't make babes strip down to their underpants and do jumping jacks for you (as we've found out many, many times). And nobody ever becomes Mr. Popular due to realtime strategy ladder rankings. People just don't say "Ooh this guy's ranked #37 on Battle.net, just below Captain Colonel!"

That said, there are some advantages to being well-versed on each and every game. Here is a simple six-step plan to help you look like a gaming master without ever having to touch a game.

Step One

Get a basic knowledge of the concept behind your game.

FIRST PERSON SHOOTER →

Shoot everything between you and a colored key. Use key to open same colored door.

REALTIME STRATEGY → Click on your little guys and make them kill all the other little guys running around on the screen.

WANNA BE LIKE THRESH?



At PCXL, we play like Thresh, but lust after babes like this.



Step Two

Compare every new game to a worn-out classic. "It's just not as good as ..."

FPS → A. *Doom*, B. *System Shock*, C. *I-Robot*. (Bonus Points)

RTS → A. *Warcraft II*, B. the original C&C, C. *Herzog Zwei*. (Bonus Points)

Step Three

Make it sound like you've played through every single-player game. Don't worry, all games in these two genres fall under these quotes.

FPS → "I liked it for a while but it got monotonous near the end. The final boss was disappointing."

RTS → "I liked it for a while but it got monotonous near the end. The final level was disappointing."

Step Four

Practice your whine. "I would have won the PGL if it weren't for..."

FPS → A. campers, B. high ping, C. screen glare, D. a strangely un-extreme batch of Mountain Dew.

RTS → A. tank rushes, B. lag, C. bad pathfinding AI, D. the inexplicable disappearance of my Tony Robbins motivational tape.

Step Five

Share your most glorious exploit. "Once I actually..."

FPS → A. finished *Quake* in 22 minutes, B. moved so fast I shot myself with a rail gun, C. solled myself so I wouldn't fall from #1 during a 64-player deathmatch. **RTS** → A. won a FFA using only one unit, B. forgot to pause for dinner and still won, C. played against the NORAD Defense System ... and crushed it.

Step Six

Pretend to be obsessive about your game. "I once played [game X] so much that I..."

FPS → A. legally changed my name to "Quake Marine," B. scoped out good camping spots at work, C. blew off my legs rocket-jumping across the parking lot.

RTS → A. triple-clicked desktop icons to hear something funny, B. laughed at the battle strategy in *Saving Private Ryan*, C. attempted a hamster rush on my cat.

Next Month

If worse comes to worse, how to fake it.

GAMESCAN
X-TRAINMENT WEEKLY EDITION

NO NEED FOR REAL NEWS — AMERICANS WANT ENTERTAINING FLUFF STORIES ABOUT CELEBRITIES AND BOURGEOIS LIVES. X-TRAINMENT WEEKLY IS HERE TO PROVIDE IT:

MOVIES



STAR WARS: OBI-WAN

Developer → LucasArts

Publisher → LucasArts

Release Date → 2000

How it will entertain → It's a Star Wars first-person shooter in which we get to play a real ass-kicking Jedi instead of some guy named Kyle — we'd have to be as dead as Abe Vigoda not to get worked up for this **More entertaining if** → You also got to play Darth Maul and slice and dice annoying creatures like Jar-Jar, Jake Lloyd, and Bea Arthur



TOMB RAIDER REVELATIONS

Developer → Core Design

Publisher → Eidos

Release Date → November 1999

How it will entertain → Eidos says the newest in the Tomb Raider series will feature seamless loading between areas, an improved interface, "skinning" technology, and a return to good gameplay — something sorely missing in *TRIII*

More entertaining if → Lara's pony-tail did more than just swing in different ways — it should be a prehensile bundle of hair, allowing her to grip cliffs and grab enemies' butts. Also, it would be cool if she were naked throughout the game

FREE STUFF WE KINDA LIKE

A DECADE OF THE FINEST OF THE FINE NAKED LADIES

Someone once said "You can't judge a book by its cover." We don't have a clue who said it or when those words were uttered, but we believe the same holds true for videotapes. "Playboy's Playmates of the Year: The '90s" has a cover that serves to whet the appetite for a two-hour big boob bonanza that just might hold the most titillating women of this decade — Inspiration for solo perspiration.

Once you've hit the "play" button, sit back and admire this array of artsy-fartsy, over-directed video shorts. These temptresses cavort and carouse, swirl and twirl, and ensure that their perfect features are seen only in the best possible light.

Unfortunately, the director evidently decided that this bevy of beauties were more than just a bevy of airbrushed beauties. Did you know that Playmates could speak? Well, they can — a situation that only goes to prove that they shouldn't. The magic of the fantasy is lost when you have to listen to "Miss Who-Cares-When" sound off about some environmental nonsense, being kind to cats, and falling asleep at night to dreams of world peace.

We know what we want to be dreaming of as we fall asleep. So hit the mute button, don't expect anything too exciting, and doze in your own self-created fantasyland.





THIEF 2: THE METAL AGE

Developer → Looking Glass

Publisher → Eidos

Release Date → Q3 2000

How it will entertain → Stealth-style gaming similar to the original Thief, (no, not the James Caan movie, the game) with improved graphics and player models. Characters now will have about 600 polys (more than double the models in the original)

More entertaining if → The game included a Wal-Mart level, in which you must sneak past a horde of red-vested morons and steal ass games like Deer Hunter



KISS - PSYCHO CIRCUS

Developer → Third Law

Publisher → Gathering of Developers

Release Date → 2000

How it will entertain → Exploring earth, air, fire, and water realms with four different KISS characters could be more fun than listening to "Rock and Roll All Night"

More entertaining if → The game shipped with giant platform shoes, fake blood, and hot chicks (like Cher) who will sleep with you — even if you look like Gene Simmons



DUKES OF HAZZARD

Developer → Engineering Animation

Publisher → SouthPeak Interactive

Release Date → December 1999

How it will entertain → Those of you who remember the show will know why (if this game is done right), it could be the best thing since Cinema signed Shannon Tweed to a long-term nakedness contract (unfortunately they signed Eric Roberts instead)

More entertaining if → In the game's back story, you discovered that Daisy wasn't really your cousin, but an orphan adopted by Uncle Jesse, clearing the way for you to see what she's hiding under those shorts

THE WOMEN WE LOVE TO PLAY

KRISTIN

... If women in the military look like this then sign us up! Our babe of the month is Kristin Bigguns (Pronounced "Big Guns," not "Big-us") and she isn't related to games or in the military — she just looks good in the uniform, don't ya think? Big bonus points to Kristin who had actually heard of our magazine — and still agreed to be on the cover. Talk about purple heart material! Considering the location of our cover shoot (Compton, CA) it was a good thing she had guns. The day-long shoot involved sweating, hiding, arousing, and we're pretty sure some smoking of one kind or another. How does she rank with other PCXL Cover babes? Send in scores and notes to myfavoritebabe@pcxl.com

ARMED & FATIGUED

Ever since the U.S. started allowing female soldiers there has been a pretty vocal debate: Do real women soldiers look anything like Hollywood has portrayed them? We decided to see which of these camouflaged celebrity cuties made the cut



G.I. JANE

MILITARY BACKGROUND → Tough-as-nails female soldier who wanted to be treated like a man, despite her 360D (alike)

PLUSSES → Likes to work out in tight, white uniforms, and seemed ready to listen

MINUSES → Shaved head, she'd rather kick your ass than kiss it



PRIVATE BENJAMIN

MILITARY BACKGROUND → Airheaded but lovable private who always managed to accidentally save the day

PLUSSES → Likes men (in the female segment of the military, this is a rare thing)

MINUSES → Scared of guns, can't do push-ups, and luck is bound to run out



THE GENERAL'S DAUGHTER

MILITARY BACKGROUND → Was tied down and raped by entire 82nd Airborne, but career-driven daddy made her keep it hush-hush

PLUSSES → She's into kinky sex with anonymous soldiers

MINUSES → SHE'S THE GENERAL'S DAUGHTER, FOOL!



CAPT. KAREN WALKER

MILITARY BACKGROUND → Brave captain who faced a mutiny from sicko soldier Lou (General Phillips)

PLUSSES → Meg Ryan's just so push-over cute

MINUSES → Poor decision-making, she tends to break down in tears whenever things start to go bad

The Virtual Job

PLAY PROFESSIONAL EVERQUEST — AND MAKE A LIVING

Soto the girlfriend's kicked you out. She refuses to compete with Ariella Biglugs, the wood elfen ranger you went on moonlit walks with on the shores of the ocean. And the fact that you're a master jeweler? Who cares when she doesn't have a rock the size of your head on her finger. So, you've got no job, no prospects, and no girlfriend... how do you climb back up the socioeconomic ladder? How about turning those vast hours of *Everquest* play into cold, hard cash? Then, armed with the attendant luxuries that a carefree existence in a virtual world brings, you could go back to the real world with head held high (unless some nosy bastard asks what it is that you do for a living).

Online auction site eBay has made all this possible. Just go there and do a search on *Everquest* and look at the lots on offer. Everything from 50pp on a new server to the bad-ass Ghoulbane is available if you're willing to stump up some cash. Always looking for the easiest way to make money without actually "working," PCXL felt obliged to investigate how to turn an *Everquest* addiction into an overvalued Internet business.

EBAY TIPS

Selling stuff on eBay: Here's how to make the most of what you've got

SMALL LOTS

Don't sell your platinum pieces in one huge chunk. If you have 5000pp in the bank, split it into five lots of 1000. People are more likely to bid up a 5000pp lot than break the bank for 5000. Example: At press time, a 5000pp lot on eBay was sold for about \$500. Several lots of 1000 were selling for anything up to \$500 each. Do the math

UNIQUE ITEMS

As each game server matures, there's more value in hard-to-find or unique items. Focus your efforts on acquiring such items (by killing whatever spawns them, or completing the quest that supplies them). They're worth more as items than in cash, should you sell them in the game

ACCOUNTS

Should all else fail, and you have to get a real life, selling your account is the last resort. Accounts that have characters with smithing, jewelry, and fletching (yes, that really is a word in the world of EQ) skills are worth considerably more than those with just high level characters and familiar items

As with all businesses, you can choose to be a small mom and pop shop or go for it all and start a giant corporation. The key to mass riches is becoming a master smith or master jeweler. Attaining master smith level will take an investment of about 200 to 500pp and yield around 100pp per suit of banded armor. Always hit new servers and build there — there's so much twinking (players with high level characters passing their unneeded equipment to new players) on the existing servers that the potential for new businesses is limited. Getting to master jeweler level costs 1000 to 1500pp, but earnings can hit up to 500pp a week. Jewelry also has more longevity on established servers. Employ low-level characters to do the running and fetching for raw materials while you do the wheeling and dealing.



This could be your staff on their coffee break. And we thought the PCXL Christmas party was crazy!

ALTERNATIVE JOB DESCRIPTIONS

"SPY"
If you're simply after nailing a one-nighter by throwing down the earnings from that set of Rubricite Armor you sold, try the Bond route. English-accent helps, and remember to order a vodka martini ("shaken, not stirred") and not Mountain Dew on the rocks

"MASTER JEWELER"
Should this fleeting rendezvous actually turn into something more serious, this is one that you might be able to bluff for the long term. Only after gaining her complete confidence, can you hope that she might utter playfully at the speed of your wit if you confess the truth

"COMPUTER MAGAZINE EDITOR"
Preface this as just "magazine editor," then keep your fingers crossed she's more interested in your wallet than pursuing the line of conversation with the dreaded "What kind of magazine?" question. If this happens — i.e. Tell her you work for Maxim, ESPN, or Time — anything but PCXL (just ask Ed why)

Everquest account level 40 druid			
Item #13821627			
Complete Software Games/Deals			
Currently	\$3,050.00	First bid	\$450.00
Quantity	1	# of bids	13 (not history) (with email)
Time left	10 hours, 57 mins +	Location	Vancouver, BC
Started	07/20/99, 01:17:21 PDT		(add the auction to a friend)
Ends	08/10/99, 01:17:21 PDT		(request a gift alert)

Everquest: Level 50 Paladin on Fenris Ro			
Item #142597655			
Complete Software Games/Deals			
Currently	\$3,500.00 (request alert)	First bid	\$500.00
Quantity	1	# of bids	11 (not history) (with email)
Time left	1 days, 1 hours +	Location	Miami, FL
Started	08/10/99, 15:36:42 PDT		(add the auction to a friend)
Ends	08/10/99, 15:36:42 PDT		(request a gift alert)

Everquest: Altheia lvl 50 Cleric on E'd			
Item #141265401			
Complete Software Games/Deals			
Currently	\$5,000.00	First bid	\$2,000.00
Quantity	1	# of bids	15 (not history) (with email)
Time left	3 days, 7 hours +	Location	E'd Server
Started	08/02/99, 21:45:15 PDT		(add the auction to a friend)
Ends	08/12/99, 21:45:15 PDT		(request a gift alert)

To Hell with you guys. Why should we put this out this damn rag when we could (in theory) make this kinda dough?

Business Models

CURRENT EQ EXCHANGE RATE 8PP = \$1 (Oddly, more than Pesos)

Small business

EMPLOYEES → A few low level scrubs you pay with EQ money — 25pp a month
INVESTMENT → 1500pp to become master jeweler or to save time just buy an account on eBay for around \$600
CONNECTION → \$19.99 a month
INCOME → 5000pp a week
HOURS → 40 — 60/week
WEEKLY EARNINGS → \$5450
MONTHLY EARNINGS → \$2460
YEARS PROFITS (expenses) → \$30,000

Everquest Inc.

EMPLOYEES → Start with six master jewelers who you can pay \$20,000 a year to play EQ, you can be the salesman (you post on eBay, keep track of funds, trends, and generally perform sleazy duties)
INVESTMENT → Six computers with 3D cards, 64k modems, and Everquest, plus monthly ISP bills (approx. \$9,000)
WEEKLY EARNINGS → \$3750
MONTHLY EARNINGS → \$15,000
YEARLY EARNINGS → \$187,500
MONTHLY EXPENSES → \$289,000
PROFITS → \$58,500

How to become the next Amazon.com

Go public as the only Internet start-up which makes a profit, become a billionaire, then shut down and marry playmate with extremely large breasts.

"PCXL accepts no responsibility for lost earnings, lost love, sunburn, and friends should you attempt this. Remember that if you do, there's one thing you'll definitely never lose — and it begins with a 'W'."



DEVIL INSIDE

Developer → Gamesquad/Cryo
Publisher → Cryo Interactive
Release Date → Late 1999
How it will entertain → An action/adventure game from the creator of the classic *Alone in the Dark*, with an odd story line featuring a character working on a TV show, who is able to change from a man to a woman. Weird, huh?
More entertaining if → We didn't know the developer was French

BOOKS



WHEEL OF TIME

Developer → Legend Entertainment
Publisher → GT Interactive
Release Date → Late 1999
How it will entertain → This 3D action/strategy title, based on the Robert Jordan fantasy novels, already looks incredible. With Legend's ability to create stunning worlds and some RPG elements thrown in, this is a game to watch
More entertaining if → Legend put more ice cream power-ups in the game. Everybody loves ice cream

SPORTS



TRICKSTYLE

Developer → Criterion Studios
Publisher → Acclaim
Release Date → Fall 1999
How it will entertain → Though it is a Dreamcast port, this futuristic hoverboard racing game is one of the best looking games currently headed to the PC. It's gorgeous and fast, but the question is, will it also be fun?
More entertaining if → There was a back-in-time level allowing players to go back to the 1990 X-Games to slice the heads off modern-day skateboarders with a razor-sharp hoverboard, before they have a chance to reach for a Mountain Dew

FANTASY Quake II

THE ULTIMATE QUAKE MANAGEMENT SIM — ALSO THE ONLY ONE

You've seen *Fantasy Baseball* and *Football*, and, if you're geeky enough, you may have even played in a league. Now for the first time ever, **PCXL** has made it possible to draft and manage a team of the world's most average *Quake* players — the **PCXL** staff. In an effort to allow our readers the chance to be a part of the **PCXL** office environment (and a really good excuse to continue playing *Quake II* on a daily basis) we present *Fantasy Quake II*:

The Draft

The key to any fantasy league is the draft and *FQII* is no different. There are two ways to play: Either you play exclusive players or exclusive teams. Exclusive player can be played with two to four people who draft according to a coin toss (or dwarf toss if possible — it's just darn fun to throw midgets). The exclusive teams game can be played with two to eight players. Whoever wins the coin toss picks what they feel is the best player combination, now whoever drafts after them cannot pick the same combo. There are no limits on number of players per team, but a \$45 price ceiling will keep teams fair.

To give you an idea of how it works (and because we're addicted to games and gambling as a combo) we've each drafted our own dream team of "Quakers" (no, not William Penn) and played one week to show the results.

The Season

The regular season officially begins in August with five matches per week. The stats will be posted every Friday (www.pcxl.com) and updated monthly in the magazine. You can start your own league at any point in the season by just using the weekly totals from the time you start.

All league matches take place on The Edge and The Frag Pipe and will be officially scored by an independent law firm (or Phillip, whoever's cheaper, so to speak). Good luck, and let us know how your league is doing by writing us at

faq2@pcxl.com

The Players

ED LEE
HANDLE → PCXL Glock-Glock **COST** → \$31
SCOUTING REPORT → Ed is a ralignent expert who loves to prey on newbies. In the press-con he averaged 30.7 points a game and consistently finishes in the top two
INSIDER TIP → The league games are held at 12:00 PM PST and Ed tends to sleep in — he misses a league game, you get 0 points

ROB SMITH
HANDLE → PCXL Blade **COST** → \$33
SCOUTING REPORT → Rob is the consummate professional and currently the league's top-rated player with a 33.3 avg per game
INSIDER TIP → There is talk around the league that Rob's good years are behind him and that his aging reflexes can't possibly keep up his 33.3 average

MIKE SALMON
HANDLE → PCXL Danger **COST** → \$27
SCOUTING REPORT → Mike is the most unpredictable player in the league and the only player capable of finishing in first place one game and in dead last the next. His 26.75 avg per game is third in the league, but you never know whether good Mike or dreadfully bad Mike is going to show up
INSIDER TIP → Because of his psychotic playstyle, Mike will tend to get plenty of blaster kills and double kills, but his incessant whining shouldn't be overlooked

CHUCK OSBORN
HANDLE → PCXL Deadmeat **COST** → \$59
SCOUTING REPORT → When he first started playing he was known as "My Kill" Osborn. However this preseason Chuck managed a healthy average of 19.4 points a game
INSIDER TIP → Chuck has a computer which often keeps him out of games due to bad connections — or so he claims

DAN EGGER
HANDLE → PCXL IFKIR **COST** → \$14
SCOUTING REPORT → Dan is mostly insane and it shows up in his *Quake* game. His 14 per game average is solid, but his propensity for losing focus during games is a major concern
INSIDER TIP → This soon-to-be betrothed freak is the league's worst lava player, by far, so while the cost is mid-range, the risk is top of the line

THE SCORING

ACTION	POINTS
Kill	+1
First Place	+7
Second Place	+3
Third Place	+1
Double Kill	+2
Blaster Kill	+1
Whining	-1
Triple Kill	+5
First blood	+1
Last death	-4
Best line/taunt	+1

MIKE MORRISSEY
HANDLE → PCXL Scoops **COST** → \$8
SCOUTING REPORT → Not much is known about this enigmatic player
INSIDER TIP → Scoops is a gamble, but for an \$8 price tag he could be the best buy in the draft — or the worst

ERIC SMITH
HANDLE → PCXL Boba Fett **COST** → \$5
SCOUTING REPORT → The first of the "Mac Two Pack," Eric is starting to learn the maps and intricacies of *Quake II*, but his skills in FPS games make him an interesting pick despite his 5.4 per game average (Note: He didn't play in Week One)
INSIDER TIP → A foul-mouthed whiner who is always on the edge, some fear that Eric may quit the league

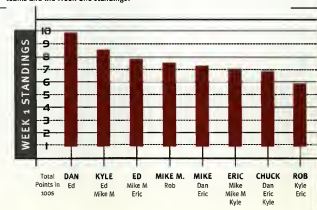
KYLE LEBOEUF
HANDLE → PCXL Buster **COST** → \$5
SCOUTING REPORT → Another Camper who is quite new in the *QII* world, Kyle is a low-priced gamble who has shown some decent 7ribes skills, but his negative scores in the first week could hurt
INSIDER TIP → On deadline weeks, Kyle tends to spend the entire night in the office hopped up on caffeine. His chemical dependency on hair dye often affects his decision-making skills, too. There is really no telling what the result could be

WEEK 1 INDIVIDUAL SCORES

Rob	→ 66	Ed	→ 66
Mike S	→ 41	Dan	→ 33
Chuck	→ 28	Mike M	→ 12
Kyle	→ 8	Eric	→ DNP

THE LEAGUE

Our draft and league are set up to show you just how to start your own league. The rules in our draft meant that each manager had to pick himself on his own team to prevent any tampering or cheating. To make things more interesting, each manager pays \$45 into a pot which will be split up by the top three spots in the league (200, 100, 60). Here are the teams and the Week One standings.



PCXL CONTEST WINNERS

YOU TOO CAN BE A WINNER.
OR SOMETHING LIKE THAT...

The votes are in (or in a couple of instances, "vote"), and here are the winners of three of our most recent contests. **PCXL** readers have consistently amazed us with their enthusiastic apathy, and this round of contests was no disappointment. We're not sure if it's because of the "quotes" around "Fabulous Prizes," (implying a questionable sense of fabu-



losity), difficulty level of the contests (doubtful, since most of our contests require little more than a one-word response — we'd like to think our readers aren't that

stupid), or just overall laziness (obviously the most likely) amongst our readership. But we'd really like to hear more from you lethargic bastards. So watch closely for contests and mini-contests planted throughout **PCXL** in the coming months. When you pop in that stunning new version of *Recall* or don that "My Geeky Co-

Workers Went to E3 and All I Got Was This Lousy T-shirt" T-shirt, you'll be glad you did.

Fake Ad Contest

WINNER → Brandon Fisher
QUOTE → "Your bogus ad is on page 34, issue 11, and is an ad for the game Alpha Sextauri, which is, of course, mocking Alpha Centauri. There, I did it all that. So where's my fabulous prize?"
WHAT WE WANTED TO GIVE HIM → Some marketing chick's back brace and Kyle's unused blue hair dye
FABULOUS PRIZE → A copy of *Recall*

Best Babe Contest

WINNER → Mina Blankensteinwhateveryhameals (Rynn) (5.2 million)
2ND PLACE → Kristy Hothalfnakedchic (no known game relation) (3 million)
3RD PLACE → Nell McAndrew (Lara) (2)
QUOTE → "... gee, thanks. Now who are you again?"
WHAT WE WANTED TO GIVE HER → Uh-h... I think you can probably guess this one
FABULOUS PRIZE → A copy of *Recall* and all our home phone numbers

Diablo II Gaming Weekend

WINNERS →
Jan Lester N Martinez of Houston, TX
Adam Ridley of Cairo, GA
Peter Norby of San Mateo, CA
Karen Cherne of Coon Rapids, MN
Roger Doerflin of Indianapolis, IN
Michael K Mosley of St Louis, MO
QUOTE → "Whoa, a real prize! Wait a minute, nobody said anything about hanging out with Dan Egger!"
WHAT WE WANTED TO GIVE 'EM → Dan Egger and Ed Lee
FABULOUS PRIZE → A weekend of *Diablo II* in San Francisco (and a copy of *Recall*)



(L) The winner of our Best Babe Contest. (R) The winner of the *Diablo II* Gaming Weekend discovers he must hang out with Dan.



GAMESCAN



PLANET RACER

Developer → Human Soft
Publisher → TBA
Release Date → 2000
How it will entertain → A futuristic racer set in 2065. The player must race across the various wastelands of Earth for the benefit of "multi-national corporations"
More entertaining if → The same hackneyed bad story hadn't been used for hundreds of games and movies already. We want a racer set in a smiling future filled with idyllic poppy fields



SPLINTER

Developer → Stromlo
Publisher → TBA
Release Date → 2000
How it will entertain → A Descend-like 3D flying game in which your ship has been miniaturized and must fight its way through the now-giant world and its "monsters" like wasps and scorpions
More entertaining if → The final boss were Emmanuel Lewis, who would now be taller than the Eiffel Tower and more frightening than a Yahoo Serious Film Festival



SIM MARS

Developer → Maxis
Publisher → EA
Release Date → 2000
How it will entertain → Colonize a piece of Mars by deciding what to launch from Earth, where to mine, and what to build once you establish your base on the Red Planet, then build those small colonies into larger cities
More entertaining if → When you landed, you fought the hostile inhabitants of Mars, who spit acid, devoured human flesh, and worst of all, looked like Larry King

GAME KILLER
THE BAD DISC PROJECT

In August 1999, three **PCXL** editors disappeared in the woods. Four days later these photos were found.

1798 → Four people die a hideous and gruesome death while playing a game called *Necrohellus*. A frightened community forces the game into the woods, ties it to a tree, and sets it ablaze. Before its obliteration, the game warns that it will come back in many forms to terrorize their descendants.

1849 → In midwinter all the township's children vanish. Fearing a curse, the residents all format their hard drives. A few days later the entire town is coated in slime and round wooden CD towers.

1899 → *The Necrohellon* is published. The book, commonly considered fiction, tells of an entire town terrorized by an evil game.

1949 → Eleven witnesses testify to seeing a young girl get pulled into nearby "Dawson's Creek" by a skeletal disc. A search party goes to look for the missing girl. Later they are found with their throats cut and strange round glyphs carved into their foreheads.

1999 → EA releases *Skydivel*. Recognizing its true nature as the incarnation of pure evil, **PCXL** editors Ed Lee, Chuck Osborn, and Mike Salmon set out to destroy the game for good with the intention of saying its true name, *Necrohellus*, three times to banish it to Hell. They are never seen again. The remaining **PCXL** editors make millions from these cheaply-shot photos.



"I'm so scared ... of bad games. I'm scared of being on time ... and Brits. What was that?"





EVOLVA

Developer → Computer Arts
Publisher → Interplay
Release Date → Q3 2000
How it will entertain → Evolve uses a funky mix of third-person and team action, allowing players to use anybody on their team at any time. Creatures you kill while playing can also be incorporated into your team members' DNA, allowing your characters to evolve throughout the game.
More entertaining if → You evolved to the highest level of creature, only to find yourself turned into M.C. Hammer. They could also slightly change the name by removing the "E" and replacing the "O" with a "U"



SWAT 3: CLOSE QUARTER BATTLE

Developer → Sierra Northwest
Publisher → Sierra Studios
Release Date → Q4 1999
How it will entertain → A graphically impressive Rainbow Six-style tactical shooter that will rely more on player instinct during action than pre-mission planning.
More entertaining if → The funky-ass music from the '70s show, "S.W.A.T.," is played while we beat the snot out of PC Gomer in multi-player

OFFICE QUOTES

- "I was hoping it might be funny this time"
 — Rob Smith talking about Saving Jeri Ryan
- "I've got Dan's place in my hands and I'm polishing it right now"
 — Chuck Osborn about Dan's editorial contribution to X-tre this month
- "Is that a spit shine?"
 — Eric Smith to Chuck
- "All they need is a little attention"
 — Model Kristin talking about her nipples
- "I think it works on Macs better because our balls are heavier."
 — Kyle Leboeuf talking about shitty mouse pads and PC mice
- "Hey, am I a girl?"
 — PCXL salesperson Andy Swanson, questioning the gender of his character in Kingpin

The Heat-O-Meter

DIS IS WHAT WE'RE TALKIN' 'BOUT

WHAT'S HOT

GAME RIDES → French company Infogrames is set to start developing theme park rides based on some of their most popular games like *Independence War* and *Alone In The Dark*. This is their revenge for EuroDisney, right?

RUN, JANET RENO, RUN → Microsoft has collaborated with Zipper Interactive on their *BattleTech Universe* — not for gaming, but for advice on Microsoft's ongoing legal problems with the Department Of Justice.

BLOODY LICENSES! → Acclaim Studios' Stroud is a brand-new UK division of the popular game company. The rush to license European cartoons like "Tin-Tin" and "Asterix" for first-person shooter games has already begun.

IS THAT A SOLID SNAKE IN YOUR PORT → *Metal Gear Solid* will make its way to the PC sometime next year courtesy of Microsoft. How and what route it takes is on a "need to know" basis.

... OR ARE YOU JUST HAPPY TO SEE ME? → *Lost Coll*, a bartending sim, will be released in October — for the five people who don't see enough obnoxious drunks in real life.

Q3 TEST → It could very well be the best game you never paid for. But will it be a *Quake III* killer?

WHAT'S COLD

LOST THE MAGIC → It's official: Interactive Magic is no more. Changing its name to the iEntertainment Network, the company has expanded its focus to broad-based online content like game hints and e-commerce. It's good to see they've moved to a market that's not quite so competitive.

WIPEOUT 3 → The new sequel will appear only on the PlayStation. Console owners must enjoy bad garage band techno-rock more than their PC counterparts.

SKYDIVE! → A skydiving title for the PC has been released by Electronic Arts. Along with HeadGames, they hope to prove beyond a doubt that any sport can be boring when played on a computer.

GT INTERACTIVE → After losing \$50 million, the company is now up for sale. We hope whichever French company buys it will be very happy.

CAT SCRATCH FEVER → *Ted Nugent's Wild Hunting Adventure* will rock its way to the PC this fall. The title features music, commentary, bad gameplay, and politically incorrect statements from the camouflaged rocker himself — the term "Motor City Madman" has never seemed more appropriate.

PCXL MONITOR

EXPECTING → Steve Smith of the Atlanta Hawks and his new partner, Fox Sports, have revealed that they are expecting a new arrival this fall. The proud parents have christened their little one NBA Basketball 2000. Smith led the Hawks in scoring, free-throw percentage, three-point percentage, and anonymity for the past several years. While Fox Sports has been notorious for siring such offspring, this will be Smith's first.

WEDDINGS → After a patent-infringement lawsuit threatened to keep the couple apart forever, graphics chipmaker Nvidia and computer graphics company 3dfx finally tied the knot in July. Both companies agreed to cross-license their patent portfolios during a private ceremony in an undisclosed location. Previously, 3dfx had filed a lawsuit against Nvidia claiming patent infringement, but it "made more sense to work together" said a spokeswoman for the lovers. The happy couple went on honeymoon immediately after the ceremony, eager to "leverage each other's strengths" as soon as possible.

SPLITS → Director of Development Steve Deuterman, and longtime employer LucasArts have divorced due to "irreconcilable differences." The couple were insepara-

ble after meeting over 30 years ago, during which time they produced several children (*X-Wing*, *Rebel Assault*, *Grim Fandango*, etc.) "The decision to leave LucasArts was definitely a difficult one for me personally," said Deuterman, who will move to Australia in September to be closer to new squeeze EA Australia... The maker of the Interior Gaming Chair has ditched its old name BSG Labs for the more pretentious moniker Imoron. The former BSG Labs hopes that its new name will make it more attractive to its target demographic — people who like uncomfortable chairs that make noises.

MILESTONES → One man has accomplished what most would never try. American Billy Mitchell, 33, reached a perfect score of 3,333,360 on the original PC-Mon. "I never have to play that game again," Mitchell said with relief. While the rest of the world lost interest in munching ghosts 15 years ago, Mitchell honed his skill in following repetitive patterns in hopes of becoming the Neil Armstrong of PC-fever. Says a teary-eyed Mitchell, "There's nothing more I can accomplish."

DEALS → Super-strong publisher Titus has purchased 6.25 million shares of Interplay

WHAT'S GOING ON IN THE GAME INDUSTRY

common stock, giving it a 57 percent stake in the company. Lackluster game sales, lackluster games, and cancelled projects have contributed to Interplay's financial vulnerability... Gaming giant Activision will publish UK-based Codemasters' games in the United States. TOCA 2 Touring Cars, Prince Naseem Boxing, Music 2000, and No Fear Downhill Mountain Biking are part of the deal with additional, and equally forgettable, titles possible in the future... User-publisher THQ has partnered with Descant Presscode developer Volition to bring the world a new fantasy role-playing game. *Summer*, set for release in next fall, follows a young farmer who inherits the power to summon demons. In a related story, Willie Nelson has added "summoning demons" to the list of concerns that Farm Aid MCXXIII will address.

ARRESTS → *Ultima Online* employee Kevin Roseler (aka GM Devin) has been relieved of his duties by Origin Systems after it was discovered that he was using his "god"-like abilities to create virtual gold and houses for sale in the real world via eBay. Britannia authorities decided to comment on legal actions taken against Roseler, but he has been banished from the countryside instead of dungeon incarceration.



FEEDBACK

letters@pcxl.com

→ Well, another month's gone by and you know what that means — somebody's really pissed off at us. Lucky for us, that's a sure sign that we're doing our jobs correctly. Besides, it's all meant in fun, right? Right? At any rate, drop us a line and tell us what you think at letters@pcxl.com. And remember, wordiness isn't a virtue and probably won't get your letter printed ... unless you're obesely big-boned.

WHO YOU CALLING FATTY?

Today, I got calls from several of my friends to tell me that they had received the new issue of your magazine and that my picture was in it. At first I was thrilled, as would anyone, at being in a magazine. Then my excitement turned to anger. If you have not figured it out yet I am the "Fatty with the gun." Every time I think of that phrase it really pisses me off. Do any of you know me?? Work with me? Who the hell are you to judge, and denounce me? I guess everyone that works at your magazine are all perfect human beings, working part-time as million dollar models. In closing I had a great time at E3, met a bunch of people who were not close-minded assholes. I would like to thank your magazine for ruining all that with your great caption. I hope you have the guts to print this, although I know you won't.

Richard "Fatty" Martinez

Yes, we do have the guts. And judging from your picture, with all due respect, so do you.



"Fatty" Chuck with a hottie.

DOIN' IT FOR MANHOOD

Reading PCXL has encouraged me to do my part to help humanity. While walking through our local bookstore with my friend I noticed the magazine section, and how the majority of magazines are devoted to women, with articles like "sooo ways to tell if your man is cheating." These can't possibly help mankind, can they? So I took it upon myself to hide them. What did I hide them behind? The bookstore's entire stock of PCXL. I'm just glad that I was able to do my part to help mankind.

Muhammad Ali-Babba

(sniff) It's tales of bravery and self-sacrifice like this that keep us going. Speaking on behalf of mankind, "You're the shit."

PISSIN' HIS LIFE AWAY

I used to be a subscriber to PC Games and was very p.o.ed when I found out that they had been bought out! So I called the "doods" at PC Games and they told me I would be getting your mag instead as a replacement. I almost pissed my pants! PCXL RULES! But ... the month I was supposed to receive my PCXL mag, I got a frickin' PC GAMER! What's goin' on here? I'm being tortured by reading this boring B.S. What gives guys?

Cmndr. Akula

Okay, here's the deal — if you didn't already subscribe to PC Gamer, then you got a subscription to them, but if you already did, then you got us. We don't know why it worked out that way, but we think it's because that weird Coconut Monkey runs the circulation department.

THE HALL OF DEATH

I just want to throw a monster "two thumbs up" to you guys for your E3 article in the August '99 issue. I believe it's the most accurate depiction the show that I've read. I especially liked the advice of not getting caught in the secondary products hall, or "the dark side" as I officially dubbed it after my first show in 1997. There is nothing quite like the experience of being physically pulled into the booth of GodHelpUs, Inc. and having some useless peripheral thrust into my frightened hands by an overly excited representative. I've actually seen some of them drool at the sight of a press badge.

Rich

That's why we thought Kentia Hall was short for "Kentia get into the other hall!" It's a relief to find out that it was only drool — we thought it was the gummy slime they use in roach motels to keep us from leaving.

WACKY MIXUPS

After months of buying the CD edition of PCXL, I noticed the "naked" edition, bought it, and returned home to enjoy ... but much to my dismay, the chicks were just as clothed as in the "non-naked" edition. That is blatant false advertising! Cosmo shows nips, so why can't you?

WJ Blanton
Dallas, TX

To the many, many readers who have asked us this question: The "Naked Edition" means it comes without a CD. Frankly, even if Cosmo Kramer did show nips on "Seinfeld," what does that have to do with us? That's gross!

YOU'RE HOLDING IT

I know it's going to happen, so I'm gonna ask in advance. When is the swimsuit issue of PC Accelerator due out?

The Dawg

The swimsuit issue? We thought they all were! (see upper right)



Congratulations on buying PCXL's 14th consecutive swimsuit issue.

DAN BANNED

Hey, is Dan really gone? Who shall we mock when a woman brings our self-esteem to the floor? Who shall we force to bring us ass-colas? Who shall be forced to go hours on end entertaining shitty games on dates? Oh, hey ... Rob!

Limp

We like the way you think, Limp (although your name is quite disturbing). But to be honest, after much debate, the new lacky's gonna be big-boned Chuck.

THE DEAD ROM SKETCH
Does anyone that works over there at PCXL admit to using emulators and ROMs?

Nate

Who, us? Never! (wink, wink) Why, that would be illegal unless you already owned the game you were playing. (nudge, nudge) And we certainly don't condone that sort of behavior. (say no more)

THREE IDIOTS AND NO AI
I need serious help. I have three friends that each got a completely crappy game and like it! One of my friends got *Deer Hunter*, another got *Wom*, and one of my friends got *Extreme Paintbrawl*! Can you suggest any sort of counseling for them?

Fireburner

Nope, it's too late. Time to get new friends.

Gaming 411

These sponsors make it possible for PC ACCELERATOR to exist. Without them we'd just be a bunch of loud-mouthed fools. We appreciate their advertising, but if they make a game that sucks, we WILL kill it. Nobody owns PCXL, but PCXL.

Follow these three easy steps to get all the product information you desire!

- 1 Go to: <http://www.pcxl.com/gaming411>
- 2 Select the product category from a complete list. Search by name, or select the vendor's number from the list below for up-to-date info on your favorite games.
- 3 Follow the format to receive all the info you desire. You will also be able to access the vendor's websites from Gaming 411.

ADVERTISER INDEX

COMPANY	PRODUCT	PAGE #	INFO #
3Dfx Interactive, Inc.	Voodoo 3	44-45	10
Activision	Battlezone II	18-19	95
Alienware	Ultimate Gaming Machine	52-53	14
Art Institutes International	Recruitment	131	115
ATI Technologies, Inc.	New Fury Frag Power	51	19
Aureal, Inc.	Aureal/Prince of Persia	30-31	20
Creative Labs	Digital Speakers	OBC	21
Data Becker	KO Boxing	117	111
Eidos Interactive	Eidos branding	IFC/1	26
Eidos Interactive	Abomination	IBC	125
Eidos Interactive	Revenant	12-13	24
Eidos Interactive	Thief Gold	60-61	25
Eidos Interactive	Omikron	84-85	116
Eidos Interactive	Urban Chaos	96-97	117
Electronic Arts	System Shock 2	36-37	90
Falcon Northwest	Mech Warrior 3	120	108
Fox Interactive	NHL 2000	47	57
GameDealer	GameDealer.com	46	112
Gathering of Developers	Nocturne	10-11	122
Gathering of Developers	Age of Wonders	102-103	98
Hasbro Interactive	Mech Warrior 3	78-79	99
Havas / Sierra On-Line	Homeworld	24-25	124
Havas / Sierra On-Line	Half Life: Opposing Force	74-75	43
Havas / Sierra On-Line	SWAT 3	92-93	44
Havas / Sierra On-Line	Gabriel Knight 3	104-105	123
IGN.com	IGN.com	98-99	---
Infogrames	Slave Zero	80	118
Infogrames	Test Drive 6	88-89	86
Interplay Productions, Inc.	Klingon Academy	6-7	60
LucasArts	Racer	70-71	72
Microsoft	Age of Empires 2	112-113	68
Midnight Multimedia	Marketplace	131	---
Mindscape	Prince of Persia	118-119	63
Novalogic	Delta Force 2	29	36
Novalogic	Tachyon	64-65	37

COMPANY	PRODUCT	PAGE #	INFO #
Razer	Boomsiang Mouse	40-41	119
Red Storm Entertainment	Rogue Spear	54	106
SegaSoft	Heat.Net	27	42
SegaSoft	Heat.Net	43	55
SegaSoft	Heat.Net	49	120
Take 2 Interactive Software	Grand Theft Auto	59	122
Talonsoft	Jagged Alliance 2	111	107
The 3DO Company	Army Men: Toys in Space	15	78
The 3DO Company	Crusaders Night & Magic	66	83
Tiburon	Recruitment	131	121

WWW.PCXL.COM

YOU NEVER KNOW
WHAT WE'LL DO NEXT
(BUT, THEN AGAIN, NEITHER DO WE)

DAILY NEWS

THE WAY WE SEE IT

November 17th, 1999
Updated Daily (M-F) By 1PM PST

Pool Game To Include "Actual Pool Physics"

PCXL Feature: Write Your Own Website

Taking Up To Create A Game Demo In The Week

DEMOS

ADVENTURE PLATFORM MARGAZON

WADSWADE TACKE STUFFY

ACEPESHJLWMDQANTUWBYEP

BABE-O-RAMA

Rating: B

PC Accelerator
Amper better faster games

WWW.PCXL.COM

WHAT'S NOT TO LOVE?

IF e-ADVERTISING IS ART, THE WORLD IS BADLY IN NEED OF PAINTERS.

AI The Art Institutes®
America's Leader in Creative Education

Contact us at www.aii.edu Or
1-800-593-2601

THEY NEED YOU.

MULTIMEDIA & WEB DESIGN:

A program preparing graduates to create effective CD-ROM presentations and Web sites for business.

LOCATED AT:

The Art Institute of Phoenix, AZ
The Art Institute of Los Angeles, CA
The Colorado Institute of Art (Denver)†
The Art Institute of Fort Lauderdale, FL
The Art Institute of Atlanta, GA
The Illinois Institute of Art at Chicago

The Illinois Institute of Art at
Schaumburg
The Art Institutes International
Minnesota
The Art Institute of Dallas®, TX*
The Art Institute of Houston, TX**
The Art Institute of Seattle, WA

The Art Institute of Los Angeles, CA is an additional location of The Art Institute of Pittsburgh, PA.
The Art Institute of Phoenix in Arizona is an additional location of The Colorado Institute of Art (Denver).
The Illinois Institute of Art at Schaumburg is an additional location of The Illinois Institute of Art at Chicago.
† Online Media & Marketing at this location only.
* Program is referred to as Multimedia & Web Development.
** Program is referred to as Web Design & Development.

ADULT CD-ROM - MPEG - DVD - CDI - VHS VIDEO - OVER 1,000 TITLES
VISIT US AT: www.MidnightMM.com
E-MAIL: MidnightMM@MidnightMM.com

CD-ROM INTERACTIVES / GAMES	ULTRA VIOLEN 2 (ASIAN ANIMATION)	\$39
ACE IN THE HOLE (STRIP POKER)	VIRTUAL SEX WITH ASIA (ASIAN)	\$39
ANTI BLACKJACK	VIRTUAL SEX WITH ROCK	\$39
BUTTS OF BLACKJACK (GAY)	VIRTUAL SEX WITH PARADISE	\$39
CYBERSTRIP BLACKJACK	CD-ROM STILLS / IMAGES	\$39
CYBERSTRIP POKER	ACTRESSES UNCOVERED	\$29
DIVA X: KANAKO (ASIAN)	EURO DREAM MEN (GAY)	\$29
DIVA X: TAYLOR	ADULT IMAGE LIB. 2 (2-DISCS)	\$29
GIRLFRIEND DONNA	ASIAN APPETITE 2	\$29
MOY & POTTERO (3-DISCS)	DOMINANT DESIRES & MORE	\$29
2009 ORIENTAL SEX ODDS (2-DISCS)	PREGNANT 2	\$29
PERMANIA (2-DISCS)	PRIVATE GIRLS SCHOOL	\$29
REFORMATORY (GAY)	CD-ROM 6-PACKS (6-DISCS)	\$39
SEYMORE BUTTS 2 (2-DISCS)	YELLOW FEVER MOVIES (ASIAN)	\$39
ULTRA VIOLEN 1 (ASIAN ANIMATION)	DIRTY DEBUTANTES 1 MOVIES	\$39
	DIRTY DEBUTANTES 2 (MPEG-DVD)	\$39

VISA - MASTERCARD - AMERICAN EXPRESS - CHECKS - MOY
ORDER TOLL FREE AT: 800-511-1123
P: 323-468-3468, F: 323-468-3464
MIDNIGHT MULTIMEDIA, 1147 E. BROADWAY, SUITE 34,
GLENDALE, CA 91205 - U.S.A.
FREE SHIPPING ON ANY ITEM IN THIS AD - CALL/FAX FOR FREE BROCHURE

"To risk nothing
is to risk even more"

--Erica Jong

imagine
MEDIA WITH PASSION

WE'RE LOOKING FOR NEW BLOOD.

Electronic
Arts-Thurman
is always
looking to snap
up talented
and motivated
individuals who
want to shape the
game industry
for years to come.
In a little under
five years, we've
been responsible for the
development of 17 video games,
and judging from our current hits which
include Madden NFL™ 99 and NCAA® Football 99,
we're expecting another great year.

If you've got what it takes, come join the feeding frenzy.

Executive Producers
Producers
Assistant Producers
Development Directors

Audio Engineers
Software Engineers
Computer Graphics Artists
Programming/Art Managers

Please forward resume
(with phone where applicable) to:
Electronic Arts - Thurman
Attn: Human Resources
P.O. Box 04027
Midland, TX 79704-0427

Equal Opportunity Employer
Minority/Disabled need not apply

THURMAN
If you're not with us,
we're starting to look a lot like them.
<http://www.thurman.com>

FIRST PERSON

Get your conspiring hand out of my pocket!

Remember getting all goose pimply about the power of 3D cards? It was back in the days when *Quake* didn't look much better than watching Sea Monkeys in a grainy mud puddle, and 3D was going to be the salvation of PC gaming — the savior for our pixels and framerate wounds. 3Dfx almost single-handedly created a whole new market, and the gaming world followed onward and upward: Voodoo, Voodoo2, Voodoo Banshee (well, for every two steps up, there's always a Chevy Chase-style stumble down a flight of stairs).

But more and more these days, 3D card companies are pushing their luck and chasing the buck, more concerned with cornering the market and hoarding cash than advancing

the technology that pushes our hobby forward. Suddenly, 3D cards are more salt in the wound than salve, and the 3D makers are hardly even trying to hide their greed.

Take 3Dfx's recent announcement of the Voodoo4. This card, they tell us, will be the next big leap forward, the technology that shoves gaming into the next millennium and beyond. It's a used car salesman spiel we might believe, if we hadn't heard the same blather six months ago, when the Voodoo3 was announced.

In talking about the Voodoo4,



Morrissey says, "Voodoo Schmoodoo! I can still kick Darth Steve's ass with a Vg."

recently, a 3Dfx bigwig said the card's T-Buffer technology "represents the next step in advancing the quality and performance of 3D graphics on the mainstream PC desktop." So suddenly, the Voodoo3 I depleted my savings on just a couple months ago sprouts a giant "Sega 32X" label and begins to take on the lifespan of a new ABC sitcom starring Molly Ringwald? And I'm supposed to be happy about this?

I understand that PC technology moves fast — I can live with that. What makes it tougher to swallow is the sheer market manipulation of these manufacturers, and not just 3Dfx. Can you — or they — honestly tell me they didn't have Z-Bump-T-Render-Robot-ization technology ready to go and in the pipeline when the Voodoo3 and TNT2's were on the drawing board? Of course they did!

Playing through the nose for new cards and features separated by a couple months is when I start to get suspicious. As Oliver Stone would surely tell us if he played PC games (or were still sane): "Just because you're paranoid, doesn't mean 3D makers aren't out to get you." I've already been "got" once, but darned if those jack-booted thugs will do it again. I'll be in my concrete bomb shelter until Y2K passes over, happily playing games on my woefully inadequate Voodoo3, and blissfully ignorant of the Voodoo6000 and TNT4, which I'm sure will be out by January 1, 2000.

— MIKE "UNA-3D-BOMBER" MORRISSEY

SECOND PERSON

Morrissey, you simple-minded dolt, I am ashamed to share the same first name with such a back-ass-wards luddite. I suppose you were against sliced bread, fried cheese, wetnaps, cable, the Internet, porn on the Internet, and the almighty remote control as well? Blasphemers!

If it weren't for advancing technology your whiney little ass wouldn't have a job. I applaud 3Dfx and Nvidia for continually raising the technology bar in gaming. Each time a new chipset comes out the games look better, move faster, and generally deliver a more compelling, involving, and fun experience.

Just because the Voodoo4 is coming out doesn't mean you have to buy it. The Voodoo3 will still be a perfectly viable 3D card for at least another year. The worst part of your argument is that when the Voodoo4 comes into our office you'll whine like a little baby to get the card in your machine. And when you do, I'm going to pull out this column, rub it in your face, and donate that Voodoo4 to someone who will appreciate it.

— MIKE "QUIT YER BITCHING" SALMON

NEXT MONTH?

Bigger, Better, Faster Games for Drunks

◆ TOMB RAIDER REVELATIONS

An exclusive behind-the-scenes look at Lara and life after *Tomb Raider III*. Can the series be revived? Will the new Lara take her clothes off? And which Lara is the best? Read it all and enjoy exclusive *Tomb Raider I* and *II* levels available on the PCXL discs.



● QUAKE III: THE FINAL CHAPTER

The last in a three-part series uncovers the final secrets of *Quake III Arena*. Every level, every weapon, and every dirty trick.

● THE GAMING KEGGER

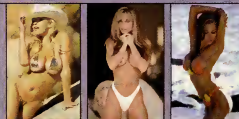
Watch, learn, and listen as we build the ultimate abode for gaming, drinking, and generally having a good time on the company dime.

● DRINKING AND DIABLO II

The lucky winners of our PCXL/*Diablo II* contest get flown out to foggy Northern California, put up in a hotel, force-fed liquor, then beta-test *Diablo II*. Find out how many geeks fall by the wayside, and which PCXL staffer will make the moves on our lone female contest winner.

● A VERY SPECIAL THANK YOU

As Thanksgiving approaches, PCXL is ready to pass out thank you's to the lovely ladies. Here are three such ladies: Thank you, thank you, and THANK YOU.





The dead know peace
The living know
fear...

- ★ Extreme replay value – proprietary game generator creates unique missions every time you play for maximum replay value and over 12 million variations.
- ★ Deadly-squad based, real-time, team-based tactical combat.
- ★ "X-COM meets Dawn of the Dead in real-time." *Voodoo Magazine*
- ★ Unprecedented multi-player functionality: LAN, Internet, modem and serial connection play for 1 to 8 players.
- ★ Customize your squad to your command needs with over 150 different types of military equipment.



ABOMINATION

Action Strategy Mayhem

EIDOS

Abomination © 1999 Eidos Interactive Ltd. Eidos Interactive is a registered trademark of Eidos Inc. © 1999 Eidos Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association.

Go to <http://pcxi.ign.com/gaming411>. Product Number 125

www.eidos.com

Conquer a Nightmare Army!

In Six days a superpower has been destroyed by the most devastating virus humanity has ever known. As the body count rose a cult blossomed preaching the demise of mankind and the absolution of THE BROOD.

The eight survivors of Project Nemesis awake to this insane world. Can these genetically engineered special forces commandos overcome the chaos and defeat the brood?



**Sound
BLASTER****Sound Blaster Live!™**

Rock
Jazz
Cave
Pop
Concert
Padded Cell

Make your

Internet Music Rock!

**Sound Blaster Live!™ makes it happen.**

Everyone seems to be downloading MP3 music these days but Creative takes the experience to a whole new level.

Sound Blaster Live!™ produces digital quality MP3s that sound incredible. With Environmental Audio™ effects like Pop, Rock, Jazz, and more, you can add dimension to your music. Sound Blaster Live!™ is the ultimate tool for creating and customizing MP3 and downloadable internet audio.

Cambridge SoundWorks® FourPointSurround™ FPS2000 Digital speakers take the digital MP3 music experience one step further. They're sure to keep your MP3 tunes sounding clean with accurate digital surround sound.

Visit www.creative.com for more info.



Sound Blaster Live!™ Sound Card



Cambridge SoundWorks® Surround Speakers

THE DIFFERENCE WILL AMAZE YOU**CREATIVE®**WWW.CREATIVE.COM

Go to <http://pcxlign.com/gaming411>: Product Number 21

©1999 Creative Technology Ltd. All brand or product names listed are trademarks or registered trademarks and are property of their respective holders. If you're not on the net, give us a call at 800.998.1000 for more information.